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Ultimate Future Games

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Saturn Sim City 2000

Scorching News! Ultra 64

Super-Charge!

The Next Gen consoles get a superhero slappin'

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Super-Charge!

After burning the midnight oil this month, we're able to bring you the most packed issue of Ultimate yet.

Not only do we take a look at the explosive world of superhero Next Generation games and stop at nothing to bring you the hottest previews of Japanese and US games that'll soon be in the UK, but we also go out of our way to test all the 32- and 64-bit games released this month.

Marcus Hawkins (Editor)

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Up-front

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The most exclusive previews and the hottest news in the business! Full JAMMA report direct from the best arcade show in the world, VF2, Agile Warrior, Ultra 64...

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More super console reviews than any other mag: Loaded, Twisted Metal, Steamgear Mash, WWF, Wing Arms... LOADS!

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Soul Edge

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There has never been such a ferocious battle going on in the arcades, and Namco are slapping Sega's chops in a very big way with this astonishing-looking beat-em-up. Read the details, see the graphics... only on page 30.

Twisted Metal

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The PlayStation driving shoot-em-up that's crept up on everyone gets a thorough testing in the Ultimate Reviews section. And it's a game that everyone is sure to be talking about come Christmas – it's burr-illiant!

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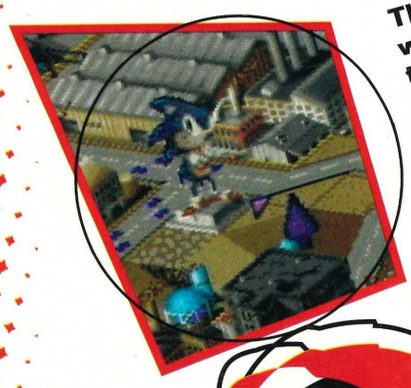
You've been inundating our hotline with calls since Ultimate brought you the exclusive first-look at Gremlin's explosive PlayStation blaster, and now we hit you with the review. We've played it to death – should you?



Sim City 2000

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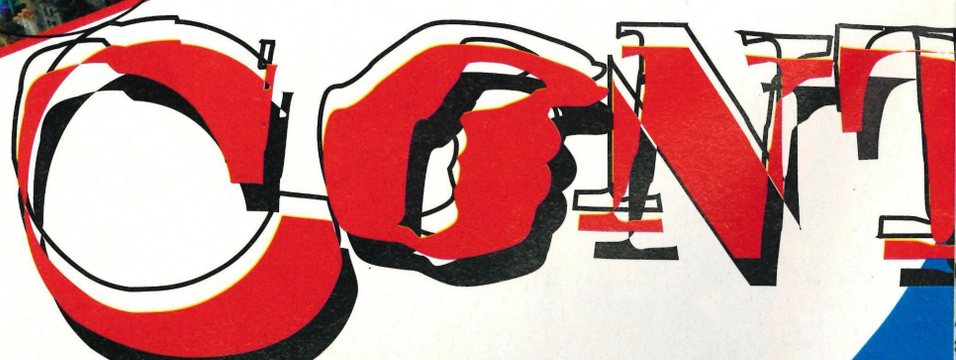
The game that set the computer world alight finally slams onto the Saturn. And it's the best version ever! Find out why you absolutely must own this sprawling metropolis of a sim in our exclusive review on page 70.



Super Charge!

The superheroes are here! There's a bevvy of the chunky-torsoed beauties about to launch themselves on the Next Generation machines and we take a look at the best of them. Are they all beat-em-ups and platform games, or are the developers showing some initiative? Only one way to find out – flick to page 42...

Ultra 64 Update

The machine that the videogaming industry is holding its breath for is just days away from launch. We bring you the latest details direct from Japan on Nintendo's wonder machine. See the actual ads that are currently running across Europe...

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JAMMA SHOW

Manx TT

The main attraction of the show was the Sega stand, and more particularly the *MANX TT Super Bike* area. This was constructed from a huge truck carrying eight linked cabinets (the maximum number for *MANX TT*), while two large screens on its side were presenting the game demo.

The game itself is only 30-40% complete, but already the first course is playable. According to the producer (Mr Mizuguchi, the producer of *Sega Rally*), the cabinet design is finished, but the game's settings aren't, so the driving 'feel' may be completely different in the final version.

But even at this early stage, the game is lovely to look at. Polygons are mixed with bitmapped images in the background. Unlike *Cyber Cycles*, your feet don't touch the ground while you are racing – you ride the machine as you would a normal bike, using your body to turn the bike. It may recreate the feeling of riding, but it ain't half tiring! With graphics and gameplay this good, this must be a future success for Sega's AM#3 arcade department.

Amuse us!

If it's the hottest arcade action you're after (and the first look at titles that are also likely to be lighting up your homes next year), then you need look no further than Ultimate Future Games. We were at the recent 33rd Amusement Machine Show, held in Makuhari Messe in the suburbs of Tokyo to bring you all the hottest info.

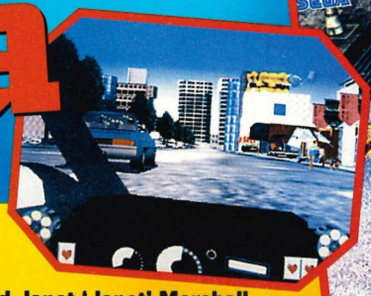
Sponsored by JAMMA (Japan Amusement Machine Makers Association), whose president is none other than Mr Nakayama, the president of Sega Enterprises, this show featured more than 100 arcade machine exhibitors (even so, Sega presented several Saturn games on its booth). The show saw the unveiling of all the arcade titles that will be launched in Japan right through to the middle of '96 (and obviously a few months later for the UK). Most of the companies exhibiting were Japanese, and it was surprising to notice that, unlike last year, there were no Virtual Reality games present.

There was definitely an air of 'cloning' about the show. A lot of companies seem to be trying to develop games along very similar lines to others. Take Namco and Sega, for example. Namco are set to bring out two games that are reminiscent of *Virtua Cop* and *Sega Rally* and a fighting game that seems in direct competition with *Toshinden*. Likewise, Sega presented a game based on *Cyber Sled* as well as a bike game based on the *Cyber Cycles* concept.

Read on to find out which games you can expect to see in the arcades over the next year...

JAMMA SHOW

Sega



Virtua Cop 2

Detailed graphics and sophisticated backgrounds mark the sequel of Sega's *Reservoir Dogs* wannabe. But it's being released at the same time as Namco's *Time Crisis*, which some consider a better game all round...

There are three characters to choose from: Michael 'Rage' Hardy, James 'Smarty' Cools and Janet 'Janet' Marshall (a new character). Whoever you choose, you'll be a cop working for the Virtua Police. It's your job to get rid of the criminal organisation named EVL.

In the first stage, Big Chase, your mission is to rescue a gangster group raiding a jewellery shop, with the action mainly taking place within the shop itself. The second stage, Save The Mayor, is set on a pier and several large boats. Unsurprisingly, you have to rescue the Mayor and exterminate his kidnappers. The final stage, Rail Line Shoot Out, has you attempting to wipe out a terrorist threat in the subway. The train eventually takes you near a huge Zeppelin where you have to finish your mission. This final mission is gorgous, but very tough.

Fighting Vipers

This beat-em-up is the latest coin-op title from the AM#2 department (possibly the fiercest competitor of AM#3). It is based on Sega's Model 2 board and follows the same fighting principle as *Virtua Fighter 2*, although the fighters wear armour. This armour is composed of various pieces (arms, legs, body etc) and is represented by a character at the top of the screen.

The gameplay itself is similar to that in *VF*, with a wide range of special moves and the guard-attack system (using the same three buttons). You can also make a final attack to 'finish' the enemy on the ground.

There are differences between *Fighting Vipers* and *VF2*, though. The polygons are constructed differently and are not as refined as those in *VF2*, with a lot less texture-mapping, but the game is still in development, and it's gameplay that matters first and foremost. Another big difference is that the 'camera' is much more active in *Fighting Vipers*. It's constantly changing position and zooming in and out. This makes the game more 'active' and rapid than *VF2*.

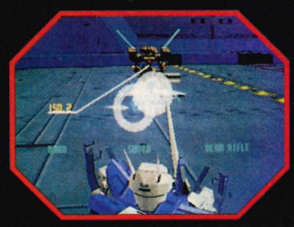
Oh, and there's a story to *Fighting Vipers* as well. The action takes place in Armstone City where the coolest lads and lasses are called Vipers, individual fighters who slug it out in an arena circled with wire netting. The fighting usually takes place in a downtown alleyway, but the mayor has decided to organise an official championship – but no-one knows why. Suggestions on a postcard please, to...

Sky Target

Another Model 2 game, *Sky Target*, is an aerial shoot-em-up from Sega, based on the classic *After Burner* game system. You'll be able to choose from among four different planes: F-14, F-15 S/MTD, F-16 C and the French Rafale M.

You don't actually get to freely pilot your plane, though. Like *Starblade*, sequences are pre-calculated, with you only able to attack planes that appear on the screen – if you know what we mean. There are some enemy planes that you absolutely must shoot in order to continue playing. At the end of each stage, the player must attempt to pass a gigantic boss – which look pretty stunning. In fact, all the graphics are a bit special, even if the texture applied to the planes is a little bit dark and confusing.

Virtual On



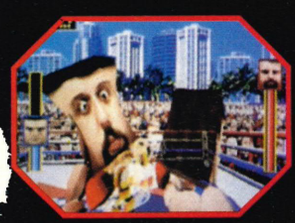
AM#3 are really kicking into overdrive. Their other prominent game at the show, *Virtual On*, is certain to be a big hit, thanks to its *Cyber Sled* overtones. It's a robot fighting game which takes place in a closed arena. You can choose from three robots at present, each having a different weapon and different method of movement (so you'll experience vast differences in gameplay depending on your robot).

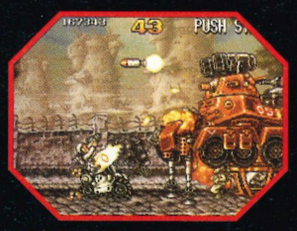
The action is thick, fast and furious, like a day-old curry if you will, and the weapons themselves are something to behold – just wait until you see a robot get nicked by a laser beam! The camera also accentuates the action by changing view all the time, making *Virtual On* seem very, very fast.

ST-V

Sega also had an ST-V corner on their stand. Here, two games were on show: *Sand All* – a typically Japanese puzzle game and the superbly-named *Funky Head Boxers*. In the first game, you get to play different board games against a mate, while the second is – yes, you know already – a boxing game, with some of the strangest-looking fighters yet seen on the ST-V board.

The Saturn was also present on Sega's stand, with the latest version of *VF2* on display. Lots of new points have been added, including shadows on the characters' faces, all their special attacks, the 'win' and 'lose' positions of each character and even their eyes! According to Keiji Okayasu (AM#2's producer on the *VF2* project), the development team is working on the game speed, especially on getting the final version running at 60 frames per second. For more information take a long, lingering gander at the update on page 16... Go on then!





SNK

SNK have been a bit slack in releasing games this year, but it was possible to play *Gookaiser*, a traditional beat-em-up from Technos Japan, on their stand. Unfortunately, it's already out in Japan.

Metal Slug is an interesting title though. It's a horizontal scrolling shoot-em-up with a sense of humour (and it would have to with a name like that), and is reminiscent of *Gunstar Heroes*. The whole look of the game is very cartoon-like and yet it's set in the war! The main character uses many different kinds of vehicle, including tanks, bikes and planes, and he has to battle some very big enemies...

Capcom

One of the big surprises of the show was the presentation of *Toshinden 2* (see page 22 for further details and pictures). With many new features and, more importantly, attacking moves, this promises to be a very big title indeed. It looks stunning – one stage is set in a nightclub, where the lights are constantly flashing. This results in the shadows on the floor always shifting position, an effect that is carried off extremely well, even though the stage is a little too dark overall.

Capcom were also showing *19XX*, the last in the seemingly endless '*19*' shoot-em-up series. In this version, you'll be able to pilot a P-38, a Mosquito or a hybrid plane. Another 'sequel' being launched is *Rockman The Power Battle*, a game that follows in the traditional footsteps of the other *Rockman* games.

Capcom's most eagerly-awaited game, the limelight of which has been temporarily stolen by *Toshinden 2*, is *Marvel Super Heroes* – see page 42...

Namco

Dirt Dash

The competition between Sega and Namco is still continuing and seems to be getting more ferocious. This competitive element began in the arcades and is spilling over into the home – the premiere titles on the Saturn and PlayStation are arcade conversions. But the speed of conversion has become very important, explaining the development of Namco's System 11 board and Sega's ST-V board.

Namco themselves showed their new rally-esque racer, *Dirt Dash*, a coin-op clearly out to attract *Sega Rally*'s fans. It has a total of five levels, each taking place in a different region of the world, and on a different surface: asphalt, mud, sand, snow, jungle... And the roads aren't particularly well maintained either – some have collapsed, others have stones blocking the route. It's a bit of a driver's headache all round!

In addition to the diversity of tracks on offer, the player can currently choose between two very different vehicles: a natty sports car and a gigantic 4x4. As usual, there are two views to play in and there are two side-mirrors which allow for overtaking. More importantly, the coin-op seat is equipped with small air compressors in order to give accurate pants-tingling fun.

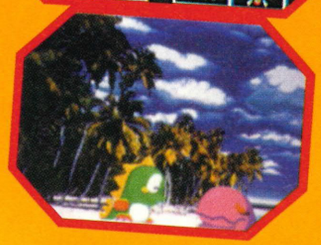
Time Crisis

Last year, Sega released *Virtua Cop*, which is still very popular in Tokyo's game centres. The actual game idea wasn't new, but Sega brought it right up to date with a 3D environment. Namco are now entering the very same arena with *Time Crisis*, and are building on the better elements of *Virtua Cop*: camera movements simulating your eyes, fast action, hostages you must avoid shooting, realistic locations... you even find the villains wearing the same sunglasses!

The big new point is the addition of a pedal at the base of the machine. Each time you stomp on it, your character will hide himself, and as long as the pedal is kept pressed down, he can avoid the enemies' shots. This radically alters the gameplay, as you cop a look at the enemies' position, duck behind cover, re-appear and blast the scum. The enemies are also much more aggressive and come armed with a lot more fire-power than in *Virtua Cop*.

As in *Cop*, the game isn't played in realtime 3D – you don't have to worry about moving, everything is pre-calculated. You'll also be able to choose between two different modes: Story Mode or Time Attack. If you opt for the story mode, you have to save the daughter of the president who has been kidnapped by a gang of terrorists. During Time Attack, you have to kill the maximum number of villains in a minimum time. Here, you can't be killed yourself, but you're up against the clock.

Namco also revealed their new System 11 games: *Namco Classic Collection*, *AREA 51* and *Soul Edge* (which is explored in more depth on page 30). *Namco Classic Collection* is set to be released on the PlayStation in December in Japan. It features *Galaga*, *Xevious* and *Mappy*. All three are faithful to the original arcade versions.



Taito

Somewhat surprisingly, Taito showed *Dangerous Curves* again (which was present six months ago at the AOU show). However, they also exhibited a vertical shoot-em-up, *Dekirindan*. This is a two-player blaster about time travel, of all things. You can choose an aeroplane from a biplane, a modern plane and a space fighter, and you also get to choose your preferred weapon. Unsurprisingly, there are many types of power-up for you to collect, including homing missiles, napalm, missiles and bombs. To all intents and purposes it could be *Raiden*, but the graphics are lovely and there's heaps of playability knocking about in there.

Puzzle Bobble 2 **(the sequel the that firm office favourite, *Puzzle Bobble*) was also working its magic on Taito's stand. Following the first game's idea, this re-worked version includes many new items, including metal bubbles, star bubbles, obstructive bubbles and obstructive blocks, to name but a few. Come out soon.**

Konami

Konami's *Speed King*, the sit-in enclosed futuristic racer was again present on their stand, but they were also showing two new games: *Midnight Run* (*Road Fighter 2*) and the superbly-named *Henry Explorers*. Good on 'em!

Midnight Run **is a very playable racing game that takes place at night (er, hence the name), and features some rather flash sports cars. There are two selectable views and the graphics are rich in colour. The actual track is very large and there are loads of different vehicles to get past.**

Henry Explorers**, on the other hand, is yet another *Virtua Cop* style shoot-em-up with room for three players on the cabinet. However, the game doesn't employ polygons or 3D effects in its game. An eye-catching machine, nonetheless.**

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and a couple of gags...

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collectable card games,
computer games, the internet
arcane will cover it all.

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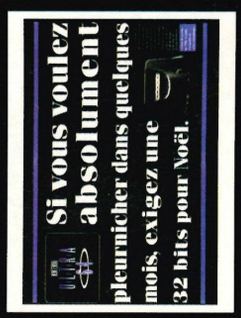
Ultimate UPDATE

French Teaser

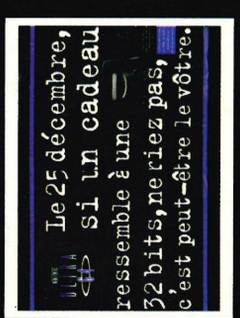
Nintendo recently began their global marketing campaign for the Ultra 64 – in France strangely enough. Here are some very brief translations:



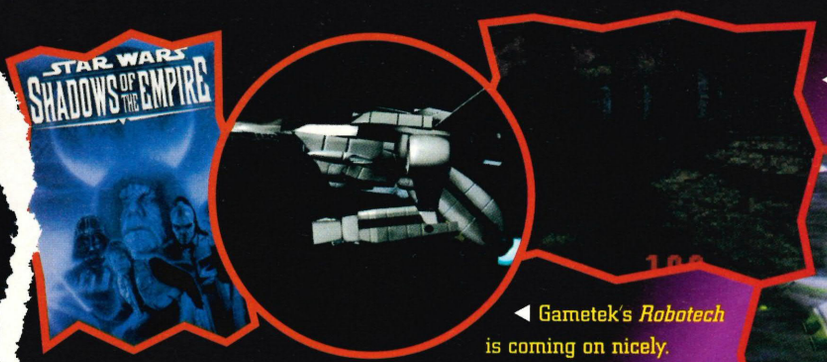
▲ If you want to cry and snivel in a few months time, ask for a 32-bit machine this Christmas.

▲ If your parents try to give you a 32-bit machine this Christmas, kindly say 'no thank you.'

▲ Father Christmas, when you come down the chimney, forget that 32-bit machine I asked for.



▲ On the 25th December, if one of your presents looks like a 32-bit machine, don't laugh.



◀ Gametek's *Robotech* is coming on nicely.

◀ *Quake* on the Ultra 64 – it's official and everything!

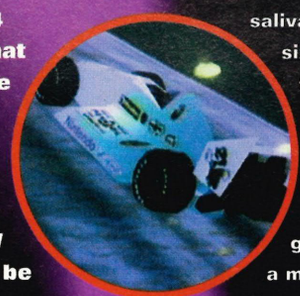
Ultra 64 Update

The rumours are about to end...

In just a few days Nintendo will unveil the Ultra 64 at the Shoshinkai show in Japan. Unless they've been bluffing all these months 100 of these allegedly splendid machines will be on display together with the first ten Ultra 64 titles. Exactly what these titles will be remains a mystery, but we do know that *Ultra Mario* and *Final Fantasy 7* will be two of them.

One sign that things are finally starting to move at camp Nintendo came in the form of a spoiler advertising campaign in France of all places. An eight-page glossy teaser campaign appeared in Consoles Plus last month. Each two-pager shows-off a profile of the Ultra 64 and, in no uncertain terms, screams at you not to buy a PlayStation or Saturn this Christmas (see French Teaser, left). Too late Nintendo, PlayStations are flying off the shelves like nobody's business already.

Other news this month concerns the id Software title, *Quake*. News has leaked out of id HQ that *Quake* will indeed be ported to the Ultra 64. For those of you who haven't been salivating over the last six months, *Quake* is the long awaited sequel to *Doom 2*. Again the action is first-person and the aim of the game is to negotiate a maze-like environment while slaughtering all manner of terrifying, well, things really. The main difference between the two is that *Quake* is largely made up of polygons whereas the *Doom* games were entirely bitmapped. However, *Doom* on the Ultra 64 will itself entirely rendered – oh this is just getting complicated. There's no word yet on when *Quake* will be completed for this 64-bit monster, but the PC version should, fingers crossed, be with us by January.



They're all coming out of their Nintendo protected closets this month! It's also been confirmed that LucasArts' first exclusive game for the Ultra 64 will definitely be *Star Wars: Shadows Of The Empire*. The game will chronicle the period between *The Empire Strikes Back* and *Return Of The Jedi* and centres on a Galactic underworld plot to overthrow the Empire and assassinate Luke Skywalker. What's he ever done to anyone? Little else is known about the title, but it's a safe bet to assume that there'll be some *Doom*-esque sequences and a trench flying level. An insider at LucasArts told Ultimate that they plan to have *Shadows Of The Empire* ready for release with the Ultra 64 in Europe and North America next April. Cool!

▲ Phwoar! Look at those SGI rendered graphics. We can't wait!

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Sega Mega-CD Product
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WHAT GAME IS IT?

Ultimate UPDATE

The world explodes...

YOU'RE ALL GOING TO DIE

MORTAL KOMBAT 3

▲ Well of course you're not. It's just controversial!

The fever's taking over... again. Acclaim are once again embarking on a bit of a controversial advertising campaign for the latest installment in the *Mortal Kombat* series.

The SNES and Mega Drive versions were launched simultaneously with New Line Cinema Corporation's release of *Mortal Kombat: The Movie*, while the PlayStation version (issue 12, page 76) is set to follow. There has been an advertising campaign in the cinema, alongside the movie, while the press advertisements, with such slogans as 'You're All Going To Die' and 'Peace Off', have certainly brought the game back into the attention of the media.

Acclaim have also been in the cinema spotlight in other ways. They have joined forces with Warner Bros to jointly publish multi-format titles for three blockbuster films (although their identity remains a secret). And Acclaim haven't just stopped there. They've gone on to buy Probe Entertainment and Sculptured Software. They are certainly turning into one of the key forces in videogame production – is there no stopping them?

Sega redefine Home Page

Sega of America have redesigned their entire World Wide Web site (*http://www.segaoa.com*) to incorporate new animated sequences and content areas that change daily.

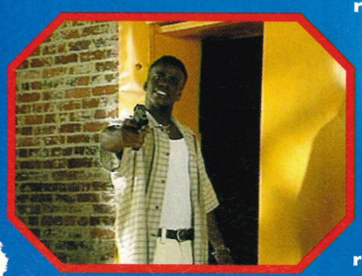
Kevin Bradford, director of on-line services at SOA told Ultimate, 'We've pulled the plug on the static web sites of the past giving users a reason to visit our site on an ongoing basis.'

Sega are working closely with industry leaders to create state-of-the-art on-line graphics. Effects include a jogging Sonic (that sounds good then), an on-line video wall of more than 80 of sega's third party developer logos, and a blinking eye from the recent US Saturn commercial.

Other new features include 'Sega Predicts' (a sports page), 'working Sega' (a company profile) and 'Sega Chat'. Go check it out – NOW!

SnowJob

It's December. It's cold. It's grey. And there's snow everywhere. We want to be warm! We want to be warm! Surely the last disc you want to slap into the hungry mouth of your 3DO (be it Goldstar or Panasonic) is a game with the title *SnowJob*?



Aah, but there's a catch, you see. It's not some beautifully-animated Raymond Briggs-style interactive cartoon (although in Japan, *The Snowman* has been released on the PlayStation and *Father Christmas* on the Saturn). It is in fact a rather serious, but slick interactive movie from Studio 3DO.

Set in New York, and the seedy world of cocaine smuggling, you take on the role of Jock Lamont, a detective whose friend is on the brink of uncovering a massive drugs operation – and a 'hit' is out on them. They're going to die!

You've got seven days to make the contacts, steal the passwords, tap the phone lines, dupe the thugs, throw the punches and be in the right place at the right time. *SnowJob* stars Tracy Scoggins (her from *Dynasty*, or was it *The Colbys*?) and a vast assortment of villains, who you'll get to meet in over 45 minutes of video footage. We'll be bringing you a full exclusive review next issue.

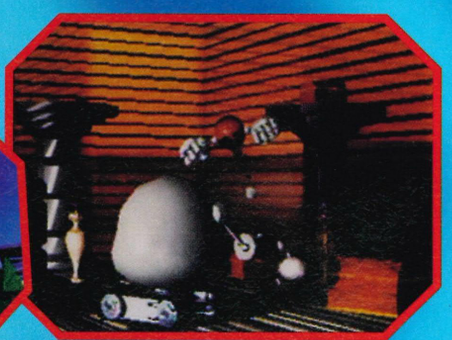
Machine.....3DO
Publisher....Studio 3DO
Developer...In-house
Style.....Interactive movie
Release.....December '95
Country.....UK

...TRUE LINES... Virgin Our Price have slammed Nintendo for releasing £70 carts. They believe Nintendo are tainting the market

Robo Pit

One other beautiful-looking game out in December (in Japan at least), for the PlayStation and Saturn, is a curious combat game called *Robo Pit*.

From Altron Corporation (not exactly a household name any more), it features a variety of garishly-coloured, and yep you've guessed it, despicably cute robots battling it out in what could only be described as a football stadium filled with polygonal trees, rocks and 'mounds'. And the a crowd cheer you on. Sick gits!



FIRESTORM
THUNDERHAWK 2

LOCATE, INTERCEPT & DESTROY

PC CD-ROM, SEGA SATURN & SONY PLAYSTATION

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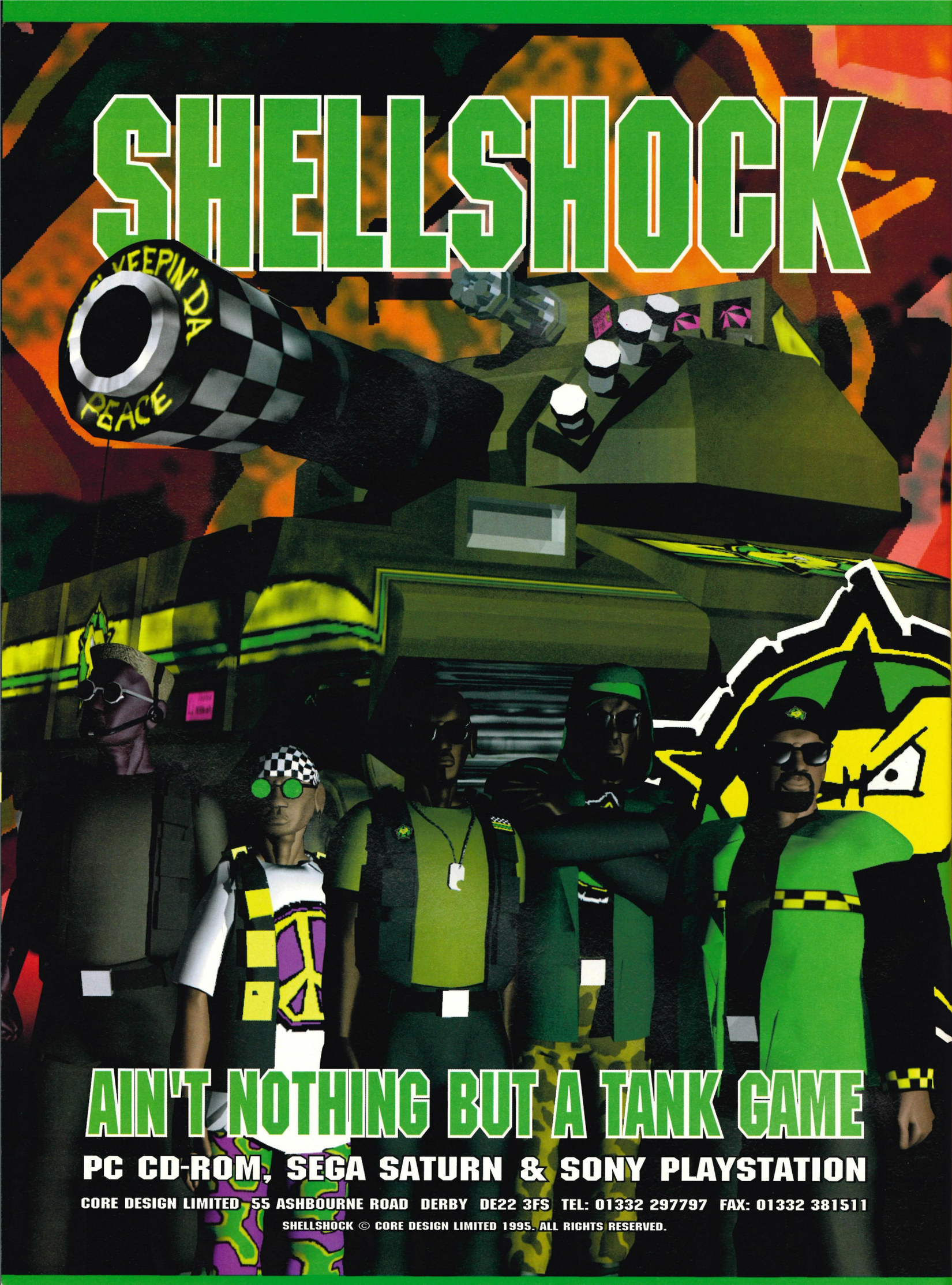
SHELLSHOCK
PEACE
AIN'T NOTHING BUT A TANK GAME
PC CD-ROM, SEGA SATURN & SONY PLAYSTATION
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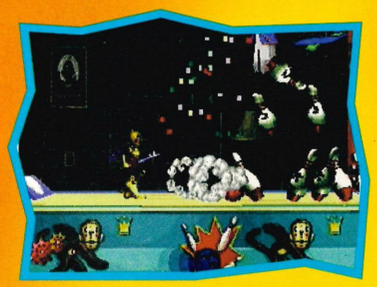
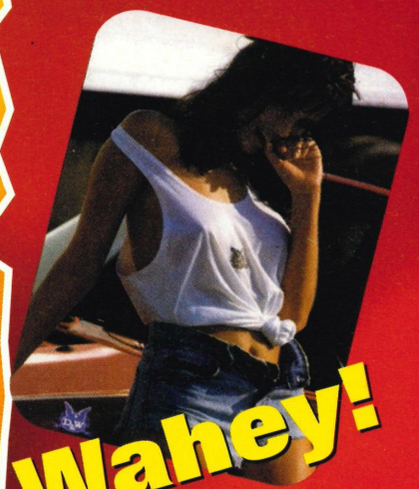
Bargain of the month!

Sega have dropped the price of the Saturn. You can now pick up a machine without a game for the PlayStation-matching price of £299. Now that's got to worry Sony a little bit... Sega told Ultimate that they won't be dropping the price below this. The phased nature of the drop (as it initially went to £349) is all to do with price protection for retailers (obviously, they had stocks of machines brought at the full price), so it gave them a chance to reduce these. There are likely to be special packs at some point in the future, but Dixons are already selling a £379 bundle featuring *Clockwork Knight* and *Victory Goal*. And they're flying off the shelves by all accounts...

▲ *Virtua Fighter* Saturn pack: available for just £349 now.





Wahey!

Special Reserve are gearing up for Christmas in a rather attractive way. Their latest promotion means that anyone joining or renewing their membership (£6 a year) gets either a *Guyver 1* video or an ultra-thin mouse mat with the luscious Supermodel Kelly splashed all over it. What will they think of next?

Manga movie mania about to hit Video CD!

You'll be able to watch 20 of Manga's best-selling films over the next year on your Saturn and CD-i (as long as you have the necessary MPEG cartridges). CD Vision are set to publish the first four titles on December 27th. *Akira*, *Appleseed*, *Ninja Scroll* and perhaps one of the most important releases, *Street Fighter 2 The Animated Movie* are sure to be instant successes for the action-hungry Video CD fan...

However, the current crop of Video CD titles are all from classic stock: *You Only Twice*, *Thunderball*, *Clear And Present Danger*, *Moonraker*, *The Pink Panther*, *Oasis: Live By The Sea*, *Pet Shop Boys: Videography*, *Shallow Grave* and *Wet Wet Wet: Greatest Hits* are all in the shops this month...

..TRUE LINES... Instant access are offering all you PC owners the chance to take a look around the Internet without bothering with

UPDATE

American Football with a Doom-esque perspective?

Yes it's true, Digital Pictures are nearing completion on *Quarterback Attack* for the 3DO, which does indeed boast a first-person, *Doom*-esque perspective. Blimey!

Quarterback Attack literally hurls you, kicking and screaming, into the fast-moving, head-turning, big-shouldered world of that rugby rip-off. No longer do you control whichever team member happens to nearest the ball, no longer do you control the quarterback – you are the quarterback! In a fan-ridden stadium, you're in control, the game is yours as you choose the plays, dodge the defence and coordinate the timing of all passes. Phew, sounds like you should be paid or something.

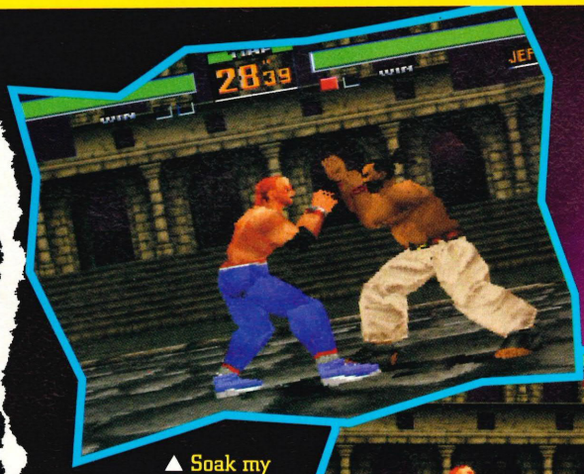
Now we have to admit, we're a bit confused by all this American football jargon, so some of the following features really do mean nothing to us, but they sound great fun anyway! *Quarterback Attack* features a playclock which keeps the game moving as you: Call a play from hundreds in your playbook, read defence and call audibles at the line of scrimmage, dodge defensive rushes while in the pocket looking for an open receiver, lead the receivers with a timed and aimed pass, mix passing and running plays to keep the defence off-balance, scramble when protection breaks down and, last, but not least, get sacked hard. Baffles us!

Immediate action is viewed from inside the helmet while an instant replay equipped with full slow-motion allows you to check out your plays from afar.

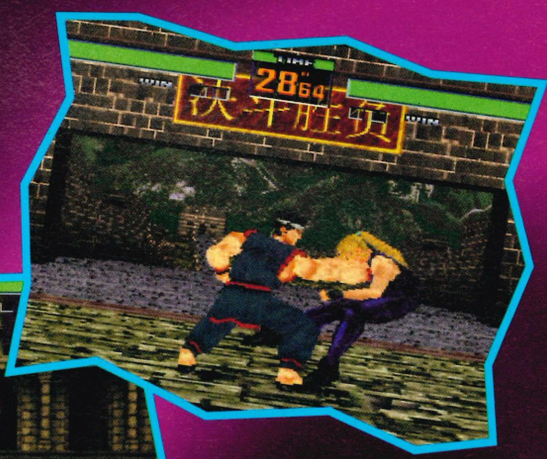
Other features include, a two-player quarterback challenge option, full up-to-date statistics, multiple skill options including: variable speed, targeted passing, tighter targeting area and tougher defensive teams. Get your peepers on these exclusive shots.

▲ I'll stitch my hand to your thigh and you run. Wahey!

▲ Look at the pom-poms on them! Give us a go...



▲ Soak my upper body in sweet and sour sauce overnight would you?



▲ Stop moving, my hand's caught in your bra strap. Keep still a minute, will you?

Virtua Figh

Exclusive Shots

Ultimate Future Games

▲ You're the first in the UK to see this latest version of *Virtua Fighter 2*!

The marvels of polygon-generated 3D games have been with us for a while now. Because of this, when you get the chance to see a new one, you have in mind an expectation of how it will look – blocks instead of curves, texture-mapping instead of detail etc...

When you see *Virtua Fighter 2*, these preconceptions provide a whole set of mental contradictions. What you see in terms of character detail is reminiscent of a richly-coloured 2D, sprite-based fighting game. At the same time, the superb 3D reality of it all is unmistakably *Virtua Fighter*. As you struggle with this, the financial/desire centres of your brain are coming to terms with the delirious reality that £450 will buy several thousand pounds of arcade entertainment and sit it very snugly under the television. Saturn *VF2* is definitely an open-mouthed, slack-jaw zone.

As revealed in UFG 11, *Virtua Fighter 2* features the same characters as the original *Virtua Fighter* along with two all-new competitors, Lion and Shun. Lion is a speed/agility fighter along the Jacky lines whilst Shun, an old drunkard, opens up a whole new fighter category. All the moves of *VF1* are included in *VF2*, making it a familiar game to pick up and play. However, for every old move a new one has been added, bringing the total number

▼ The level of detail in the mapping is amazing.

.TRUE LINES... through over 2,000 real web pages taken from some of the best web sites in the world. *Internet CD* will retail at

all that tiresome subscription/phone bill nonsense. *Internet CD* features a Virtual WebTour which allows you to browse .....

▶ I simply must feel your black suede gloves. Do you wear them in the rain?

◀ The game's a dream to play – could *Tekken 2* better this?

▲ Look at the give in my bright blue overalls. Only £5!

▼ Shun still remains to be included in the game – and he's the best!

ter 2

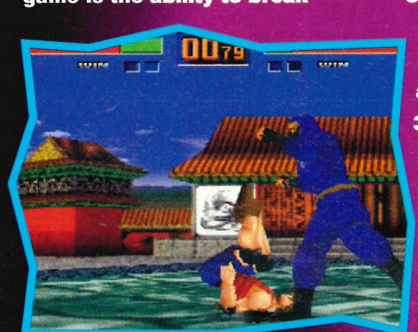
to twice that in *Virtua Fighter*. Whilst some of the new moves are decidedly complicated to execute, because *Virtua Fighter* relies on such a simple key-set, most can be done with only a little practice. The most impressive new moves are the throws, particularly those of the power players, such as Jeffry and Wolf. Well groovy.

A key new feature of the game is the ability to break attacking throws. If their timing is up to scratch, a throw-attacked player can slip unharmed from a throw and gain the attack advantage over their opponent. The more skillful players get, the harder it is to achieve a knock-out in the standard play time.

The flat, postcard backgrounds of the old *VF* have been replaced by an all-new set of independent 3D environments. The Saturn is the only games console to be able to achieve two separate 3D fields on screen simultaneously because of its twin chip setup. The game designers obviously intend to exploit this advantage to the full, which is great news.

An early demo of *Virtua Fighter 2* ran at 60 frames per second but most people doubted that an interactive version would be able to run so fast. With the game only 70% complete AM2 have proved the sceptics wrong and produced a game so smooth that each game could almost be mistaken for a piece of professional animation or film.

If everything goes to plan, Sega expect a January release for the game. Simple screenshots of a game this good can't do it justice. This isn't hype or corporate spin, *VF2* doesn't need it. The new year will prove us correct, just you wait and see if it doesn't.



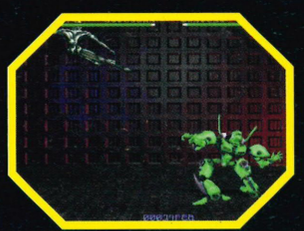
▲ Ah yes, indeed you do have a drawing-pin lodged in your shoe.

Machine.....Saturn
Publisher....Sega
Developer...In-house (AM2)
Style.....Beat-em-up
Release.....Jan '96
Country.....Japan

Rise Of The Robots 2 – The Resurrection ...

That's right, the sequel to *Rise Of The Robots*, the cack 16-bit beat-em-up is nearing completion on the PlayStation and Saturn even as you read. No, don't stop reading, we've been promised that massive improvements have been made. Still there? Okay, read on...

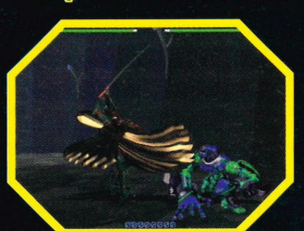
Rise 2 offers 18 base characters and 10 hidden boss robots. Six of these are taken from the original game. Here's an exclusive sneak peak from the soon to be released PC version...



▲ *Rise 2* also boasts: new artificial intelligence,...

▲ ... greater speed, a vast choice of moves per...

▲ ... character, interactive backgrounds and multi-...



▲ ... level parallax scrolling. Let's pray that the original...

▲ ... gameplay hasn't been resurrected. We'll see.

£24.99 which includes a copy of *Netscape*, one free month of Global Network on-line time and an Internet tutorial video.....

Come on you lot! These letters are nowhere near offensive enough. If you're going to have a rant, have a bleedin' proper rant. Be constructive and OFFENSIVE! Go ahead, make us cry...

U-mail, Ultimate Future Games, 30 Monmouth Street, Bath, Avon BA1 2BW. U-mail on E-mail: mhawkins@futurenet.co.uk

U-mail

Teri Hatcher

I hate to do this to you on your birthday and all that, but I'm afraid I have a little complaint. It concerns your comments in the *Doom* review for the SNES: 'If you still own a SNES' to be precise. Come on! Still own a SNES? What do you suggest we do? Give it up for some doomed 32-bit consoles or for some things that practically aren't even out yet?

I understand that you're a Next Gen mag, but don't you think you're being just a LITTLE too keen for everyone to throw away their old stuff for something brand new? Remember what they say about good things...

That aside, Ultimate – here's to another year, eh?
The Artist Formerly Known As Chris, or just plain Chris

Er, no. We reviewed the game didn't we, so surely that indicates that we still think the SNES is a rather special moulded plastic box indeed. We didn't rant on about chucking away your machine at all. Sort your head out fella. Anyway, cheers for remembering our birthday. Love you.

▲ *Doom* on the SNES. We don't completely ignore the world of 16-bit consoles you know.

Pamela Anderson

I'm going to give you a piece of my mind. No, not because I want my name in print, but because I feel I have to – for me, and for hundreds of other people. Here goes...

Now I know from experience that what a good magazine needs is a good reviews section or it generally falls apart. Don't get me wrong, your mag has excellent news and the best front covers I've ever seen anywhere! But your reviews have something to make you think about. I'm sure you get a lot of letters concerning your reviews – if you haven't, you should.

They should be more informative and organised. Some are just there to fill space, like *Powerful Pro Baseball '95*'s tiny review. I mean, if you have to, make UFG bigger! This is the only magazine I subscribe to, so listen to your readers!
Joseph Phwong, London.

We have the most comprehensive Next Gen reviews section of any magazine – and so we should. We think you want to read our recommendations of every game released for the super machines, that's why we print small reviews of titles that have previously been released on other formats – they're not there to fill space (why would we do that when there are so many games around?). And we're not being 'defensive' about it – over the next few months you will see improvements taking shape throughout the reviews section, but we still offer the definitive guide for buying 32- and 64-bit games. So there!

'I'm fond of chickens. Will there be any 32-bit or 64-bit games featuring this lovely bird?' Anonymous

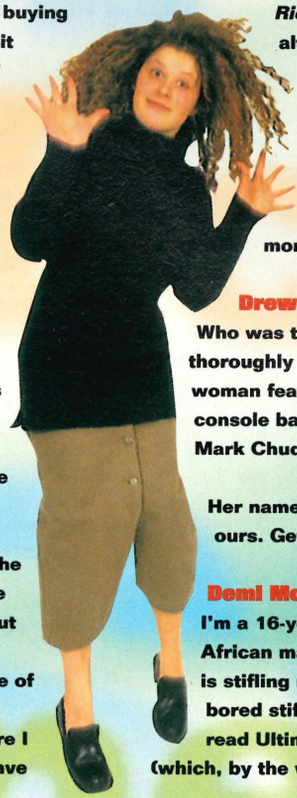
Elizabeth Hurley

I am one of the lucky few. I can't walk on water or choose the right numbers on the Lottery each week, so for Christmas I am getting a PlayStation.

However, as the PlayStation only comes with a demo disc, I will only be able to afford one game, maybe two. Could you please tell me in your opinion which game would be the best to buy. I would like to get a racing game, but the choice on the PlayStation for this type of game is enormous.

One last thing before I go. If you're going to have competitions where you have to cut things out of the mag, please, please, please put adverts on the next page. I hate to spoil your great mag.
David Cecil, Horndon-on-the-Hill, Essex.

Well, we have to say, hands on hearts, that the PAL version of *Wipeout* is a good deal more impressive than the PAL version of *Ridge Racer*. And, although it may not be packed so fully with *Destruction Derby*-size options, it still gives the most thrills per pound at the moment. Get it.



Drew Barrymore

Who was that delicious and thoroughly snoggable heap of woman featured on your console barometer?
Mark Chudly, Stafford

Her name is Lisa and she's ours. Get your own!

Demi Moore

I'm a 16-year-old South African male and this country is stifling my individuality. I'm bored stiff, except when I read Ultimate Future Games (which, by the way, is the best bloody games mag in the whole flippin' universe). After I read this ace mag, I feel empty and depressed. This, however, is not your mag's fault. Please allow me to explain...

Around these parts, a PlayStation or a Saturn is @#¡¡?>*.! expensive and I would give my left testic... well, my left leg to own one, but it's just too expensive. I just don't have that kind of cash. Is there any possibility you could help me out and I could, like, y'know, um, buy it for, well, cheaper, y'know, from you? Please help me out.

Also, I can't get your ace mag on a regular basis. Do you have a World Wide Mail Order service? UFG reads great and looks great and it gives me more info about the Next Gen games than the French can give me about garlic.
Neels Brand, Kuils River, South Africa.

Simply subscribe my good man. See page 53 for details.

'I want to marry both of your Lisas – tell me their addresses! Tell me!' John Johnner, Barnstable

now you've left school and got a job,

isn't it time you stopped banking in your bedroom?

When you get your hands on your FIRST PAY PACKET, be careful what you do with it. You could entrust Piggy Bank Inc. to look after it or, alternatively, you could open a LLOYDS BANK CHOICE ACCOUNT. We'll give you a cheque book, a guarantee card and regular statements. (You'll be lucky to get an 'OINK' out of piggy.) We'll also get you 50% OFF your first driving lesson and £2 off the others when you pay for 12. And if that doesn't tickle your fancy, how about 25% OFF annual AA Option 100 membership instead? For more details call free on 0800 887 888, fill in the coupon below or pop into your local branch. Unless of course you get a better offer. (And pigs might fly.)

Lloyds Bank

Please use BLOCK CAPITALS name:..... date of birth:..... phone no:.....

address:..... postcode:.....

CGM

The Choice Account is for 16-20year old School leavers starting work, training or further education.
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Oops – there go my briefs!

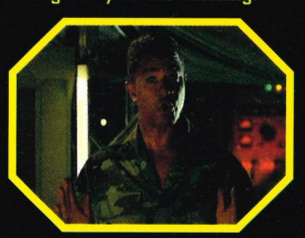
You can skip through each mission's introduction, but the earnest expressions and back-slapping cheesyness makes it essential viewing the first time around. Watch as the camera swoops in from outside the 'bunker' and into the briefing room, with the mission's objectives displayed on a whopping great screen. And their camouflage clobber changes with the mission's setting. Top stuff all round.

▲ This guy changes into snow gear when in Russia.

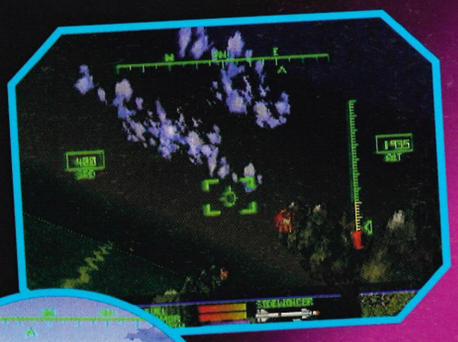
▲ A bit of a porker who relentlessly salutes you.

▲ This map holds no relevance for you. Bugger.

▲ Listen and learn as your CO gives you the briefing.



▲ 'Ooh, it was about sooo big, ducky!' Time to be agile.



Agile

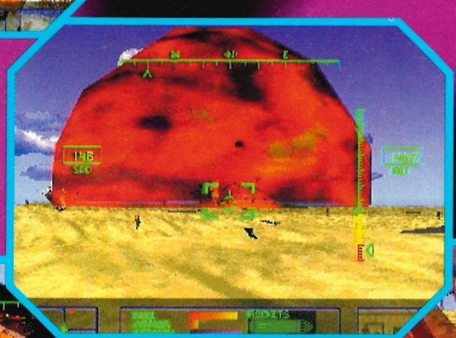
◀ If you head out to sea, you'll come across planes and choppers. An easy way to get more power-ups...

▼ Rockets are the easiest weapon to collect.

It's high speed, low level polygonal action once again for the PlayStation in Virgin's nifty-looking *Agile Warrior*. The premise is similar to that of *Air Combat* and, to a certain extent, the *Strike* trilogy of chopper-em-ups. Sounds dandy.

Basically, you're a pilot in an elite task force that gets sent around the world to sort out dictators and the like, and render their forces useless. You get to choose which mission you'd like to attempt by selecting the location on the map screen (and, like *Air Combat*, the more missions you complete, the more choice opens up). After a suitably serious briefing, where the aims of the particular mission are explained, it's straight into the action in your state-of-the-art weapon-chocka fighter, direct from the planet Gun.

▶ There's a great variety of explosions, depending on how many/kind of target you hit.



▶ Your plane can fly through the explosions without taking damage.

In The Grave, to be treated as having a two minute attention span...' Alright Bish, you don't have to log-on. Don't go on about it ma

◀ You can shoot just about anything you like in this game. Bliss.

Warrior: F-111X

Indeed, one immediate advantage that *Agile Warrior* has over *Air Combat*, *Wing Arms* and the like is the variety of armament your plane comes with. You get the opportunity to toggle between rockets, sidewinders, napalm... plus you can rely on your trusty guns for a bit of close-up action. Once you destroy prominent land-based targets an icon appears above them, and you can collect these to top up your ammo, fuel or weapons. If you destroy an air-based adversary, then the pilot's parachute holds the 'power-up'.

The missions themselves take place around the globe and have you flying everywhere from the green fields of Burma to the icy wastes of Russia. The plane itself seems to handle pretty well over all the terrain, and you can whack the speed right up or slow down to stall-inducing slothness. But that's not a problem, as the emphasis is clearly on shoot-em-up rather than speccy realism. And blast-heads are certainly very well catered for looking at the amount of things there are to actually have a pop at. This should be out early next year, and we'll be bringing you the review in a couple of issues' time. We promise!

◀ Head towards the barrels that appear above 'dead' targets to gain more fuel, weapons etc.

Machine.....PlayStation

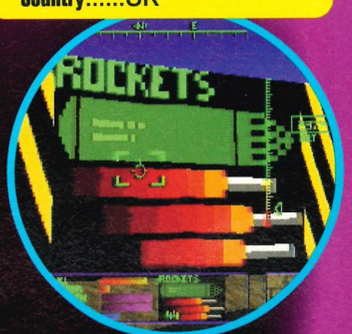
Publisher....Virgin

Developer...In-house

Style.....Shoot-em-up

Release.....TBC

Country.....UK



Role Playing comes out of the dungeon...

Future Publishing, the very fine company that is the home of Ultimate, Edge and The Official PlayStation Magazine, is launching a magazine this month, dedicated to the world of the Role Playing Game.

Arcane will not be some tediously specific and rather precious RPG magazine though – oh no. It will be covering all forms of Role Playing, from traditional table-top games and collectable card games and miniatures to computer games and the new interactive areas of the Internet.

In fact, FutureNet (http://www.futurenet.co.uk), Future Publishing's World Wide Web Site, will be used heavily to back the magazine up. There are hundreds of sites on the Net devoted to Role Playing and two-way link-ups are planned with the most advanced of these.

Arcane will cost £3 and will be available every month from all good newsagents. Order it now.

16-bit gamers stop playing with themselves...

This month sees the launch of Hasbro's Hyperscore, the world's first electronic games score communicator.

The Hyperscore is connected to either a Mega Drive or SNES and between the game cartridge and the console. The unit records the best score on whichever game you're playing and when you're happy with it you transmit your score, via the telephone line, to Hasbro's central computer which records all high-scores nation-wide.

Yes, it's a bit of a bonkers item, that's for sure. And what exactly is the point? We asked Hasbro Managing Director, Simon Bamford why he feels there's a need for such a system. He told us, 'Fake game scores will be history. Now players don't have to trust their on-screen rivals – they can ask to see the proof.'

But how do players check their progress on the hall of fame? Easy, the results are constantly updated on Teletext for all to see.

Is it worth it then? Well, yes and no. The unit costs £30. Add to that the extra on your phone bill and all you get is one up on some bloke you've never even met. Is that sad?

...TRUE LINES... Hot on the heels of the completion of 3DO's M2 technology comes the announcement that 3DO are planning to d

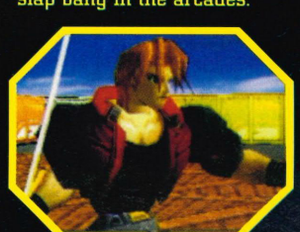
Toshinden 2

At the recent Jamma show in Japan (see opening news stories for full report) Takara surprised everyone with the announcement that *Toshinden 2* will appear on the PlayStation only weeks after its arcade debut.

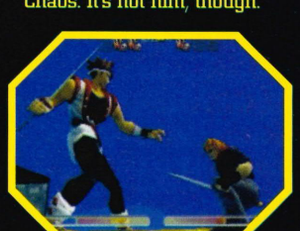
Toshinden 2 begins where the original left off and places the player in, yep, you guessed it – a new tournament! Wahoo! The eight original characters are all in place as well as two new lovely ladies and the boss from the original outing, Gaia, who is now a playable character. Bingo!

The most noticeable difference – aside from the three new characters and the improved graphics – is the addition of a new power-up system. We're not entirely sure of the details at the moment, but we can tell you that there are some very interesting new gauges at the bottom of the screen which, when powered-up, allow you to to some very special things. Enjoy these exclusive shots...

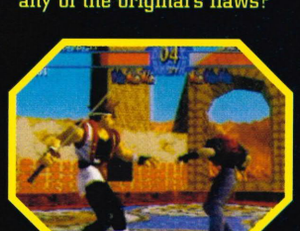
▲ Eiji is back! But he's back slap bang in the arcades.



▲ Watch out for new bloke, Chaos. It's not him, though.



▲ Will the sequel exhibit any of the original's flaws?



▲ Let's hope not. It's looking something special already!

Computer Graphics

Wanna meet the whizz kids behind such ground breaking special effect achievements as *Jurassic Park*, *The Mask*, *Forest Gump* and *Casper*? Are you interested in Computer animation? Are you hungry for all the latest developments in computer entertainment and multimedia? Would you like to know exactly how rendered images such as those on Ultimate covers are created? Too right you would! Well, get yourself down to the Computer Graphics Expo then. What's the Computer Graphics Expo? Are you joking? For goodness' sakes read on...

The CGE is a three day showcase for the world's best computer artists and animators. The emphasis is on innovation

DAY ONE – Character Animation

11.15 am –
Bob's Birthday
David Fine of Snowden Fine Productions celebrates *Bob's Birthday* and other recent projects. Top stuff.

12.00 noon –
Toy Story
Ralph Guggenheim from Pixar previews the first ever computer animated feature film, *Toy Story*. Exclusive footage shown.

2.00 pm –
Puppets And Computer Graphics
Hal Bertram from Henso's Creature Shop discusses latest techniques in animatronics and computer graphics.

DAY TWO – Visual Effects and Techniques

10.30 am –
The Magic Of The Movies
Tom Bertino from Industrial Light And Magic reveals just how the likes of *Jurassic Park*, *The Mask* and *Casper* were created.

11.30 am –
The Creature From The Black Lagoon
Ray Harryhausen, creator of classics such as *Jason And The Argonauts* talks about his early work in special effects.

2.00 pm –
All The Fun Of The Fair
Ben Stassen from New Wave Entertainment, creators of *Devil's Mine*, *Cosmic Pinball* and *Astro Canyon* talks about location-based entertainment.

DAY THREE – The Big Picture

10.30 am –
Commissioning Commercials
Philip Dupee and Debbie Darby from Lambie-Nairn give a director's and a producer's perspective on the commercial commissioning process. Hoorah!

11.15 am –
Killer Games
Jon Norledge from Virgin Interactive Entertainment reveals what distinguishes a killer title from a dead duck.

12.00 noon –
Animation And Innovation
Janey Grace from Nickelodeon talks about her role as executive producer of the cult children's animation series, *Reboot*.

◀ Oh Casper's soooo cuuuute! Or is he rubbish?

..TRUE LINES... 21-year-old Ian Jackson from Enfield was so delighted at winning the National Lottery jackpot that, on hearing the

versify into other industry sectors, including: PCs, arcade systems and digital video disc players. Cor blimey Charlie! .....

Expo

and generally showing off to you, the gobsmacked punter, which is of course a good thing. The CGE will be running on the 28-30 November at Wembley Conference and Exhibition Centre and is sponsored by our sister magazine Edge. Here's a rundown of the three days:

2.45 pm –
Creating Characters For Disney
Paul Yanover from Walt Disney Feature Animation lectures on creating characters for animated movies.

3.45 pm –
Real-Time 3D Characters
Emmanuel Javel from MediaLab shows how 3D characters can be created in real time and broadcast live.

4.30 pm –
Panel Discussion And Screenings

2.45 pm –
Special Effects And Commercials
Mike Milne from FrameStore describes how they create special effects for both film and television.

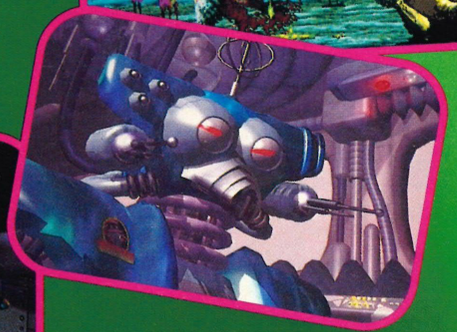
3.30 pm –
300 Years Into The Future
Mike Boudry and Paddy Eason from The Computer Film Company discuss special effects for film and television.

4.15 pm –
Panel Discussion And Screenings

1.30 pm –
Syncopated Animation
Howard Greenhalgh from Why Not Films demonstrates the synergy between the director and the practitioner. Eh?

2.15 pm –
Panel Discussion And Screenings

▶ How do they do that? Pop along and find out.



PlayStation in Sells Bloody Loads shocker!

Sony are celebrating after figures for the first 10 days of UK PlayStation sales were revealed to be a staggering 30,000 units.

Senior management were gobsmacked as the results came in BEFORE they'd even had chance to kick in with their marketing machine. Secondary sales figures look like keeping up the momentum thanks largely to the multi-million TV advertising campaign which has obliterated Sega's controversial, but limited commercials.

As revealed last month, Sony have recruited Prince Naseem Hamed to promote the PlayStation (pictured below playing *Battle Arena Toshinden*).

Sony hope to shift a further 145,000 PlayStations in the UK by April '96 – just in time for the release of Nintendo's Ultra 64. Can Sega retaliate? Will Nintendo survive? What an exciting industry, eh?

▲ So that's where he learns how to fight – on *Toshinden*.

▲ The PlayStation ads. You either love 'em or hate 'em.

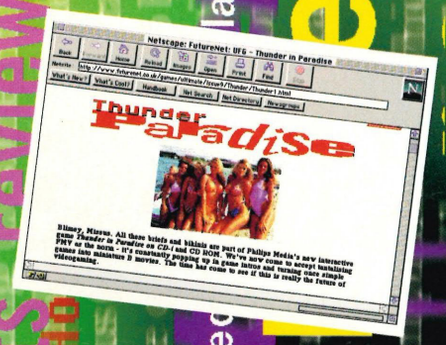
▲ Damon from Blur chews his lip on *Wipeout*.

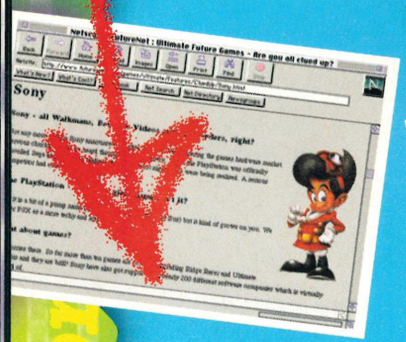
news, he simply carried on playing with his SNES. What a thoroughly sad man you are Ian! What was the game by the way? .....

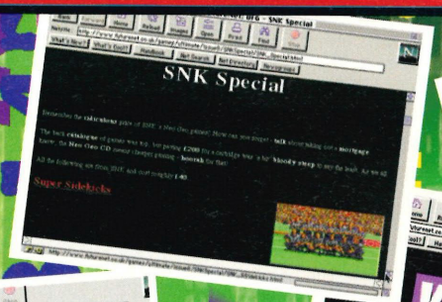
FutureNet

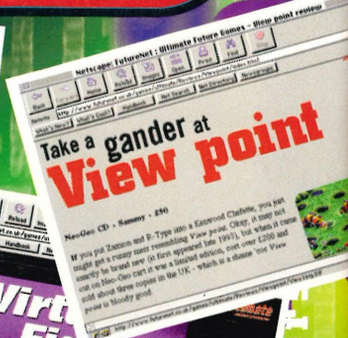
Ultimate

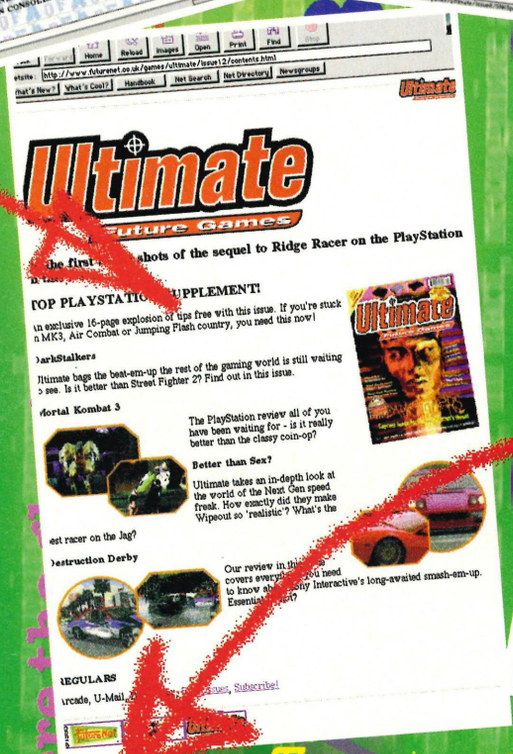
Future Games











Ultimate Future Games – the UK's biggest-selling Next Gen videogame magazine – is part of the Next Generation itself!

Accessed as part of the huge FutureNet site, you can talk to the experts, see the very latest previews and reviews and even subscribe!

FutureNet also has the most up-to-date worldwide news service in Cyberville and lets you dive into tons of other top all-knowing magazines.

To get connected you'll need an Internet account, such as Demon or Cityscape, or a direct college connection. Then simply point your browser in our game-packed direction!

Point your World Wide Web browser at:

http://www.futurenet.co.uk

▶ That'll be the casino sub-game then. Nice touch.

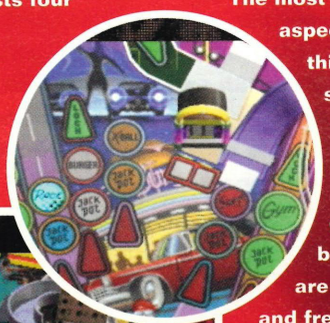
▶ He's a pinball wizard – there has to be a twist blah, blah, subtle wrists and that.

▶ Surely they could fit more than four tables onto a CD. Come on Ocean. Sort it!

True Pinball

Ocean have taken up the gauntlet and are working on what they describe as the definitive Next Gen pinball sim (well they would say that wouldn't they?), *True Pinball*. After the travesty that is *Ruiner* (oh no! We've blown the review on page 74) let's hope that modest title lives up to its promise.

True Pinball boasts four highly elaborate rendered tables: Babewatch offers the player the chance to show how real a man or woman they are (eh?), Extreme Sports includes balloon bungees, cliff diving and chess – yes chess, The Viking Tales relives the glorious (or, not so glorious) Nordic past and challenges you to expect the unexpected – or something and Law 'n' Justice is a never ending quest for peace on the streets of a buzzing metropolis. Hmm.



The most impressive aspect of the game at this stage is the sound. Cor, what? The soundtrack is not only genuinely funky, but the samples are so, so diverse and frequent. It's bonkers barmy.

Okay, let's calm down a bit. It isn't finished yet and may end up playing like a dog for all we know. Still, with a ten ball option, up to eight players and sub-games ranging from casinos and gyms to shooting ranges this certainly looks promising.

We asked Declan Brennan from Ocean just why he thinks this is going to be the best Next Gen pinball sim around. As always, he didn't mince words, 'God is in the details!' Fair enough Declan.

At the moment *True Pinball* is only 40% complete but already it looks as though it could give Virgin's *Tilt* (featured in UFG 12, page 34) a run for its money. We'll have an exclusive review very soon.

Machine.....Saturn/PSX

Publisher....Ocean

Developer...Digital Illusions

Style.....Pinball sim

Release.....December

Country.....UK

...TRUE LINES...

Ubi Soft have signed a deal with Anco to distribute *Player Manager 2* on the PlayStation and Saturn. It's due for release in December. Can't wait.....

Romancing the Saturn

A strategy title due for release on the Saturn in the US shortly (it's already out in Japan), the gob-tiringly titled *Romance Of The Three Kingdoms 4: Wall Of Fire*, is already a hugely popular title on the SNES in Japan.

The game is set in the Second Han Dynasty when China is on the verge of collapse. Infighting among the court families and the emergence of powerful warlords dominates the landscape. The struggle for power has brought an era known as the 'Three Kingdoms', complete with constant warfare among China's most courageous and skilful heroes. As a ruler during these 'interesting times', it's up to you to unify a country torn apart by rebellion.

Essentially, this involves you expanding your kingdom by building a strong military force, or trying to outsmart your enemies in negotiations. It's basically a strategy-cum-sim game, set in an earlier time peroid than most conventional sims. You can fight the opposition using new weapons (such as your old automatic firing crossbow), but you have to keep your population happy and the economic situation balanced...

On the road...

Philips are moving around the UK this month, bringing the CD-i roadshow to a shopping centre near you.

You can pop in and get your own personal demonstration of Philips' machine and also get the opportunity to enter a prize draw to win a Philips Home Cinema TV on the final day of each promotion.

The dates for the roadshow are as follows: Arndale Centre, Manchester (November 9th-11th), Merryhills Centre, Birmingham (November 15th-19th), Broadmead Centre, Bristol (November 23rd-25th), Lakeside Centre, Thurrock (November 30th-December 6th) and Metro Centre, Newcastle (December 7th-9th).

Virgin are naughty – it's official!

Virgin Interactive recently got into all manner of hot water with the Advertising Standards Authority for its *Command And Conquer* poster campaign.

Complaints flooded in from French ex-patriots, for the inclusion of controversial French premier Jacques Chirac alongside the likes of Hitler, Stalin, and Colonel Gadaffi. Virgin have had to cover up the offending picture of Chirac with a plain white sheet. Those cowards!

Gadgets

Sanyo VM-EX33P Camcorder

This truly palm-sized 8mm Palmcorder comes fully equipped with remote control LCD handset, fuzzy logic systems, 12x zoom lens, 1/10,000th second shutter speed and frame advancement. If you can just find a remote controlled helicopter big enough to strap it on to, real fun could be had. Eh? Eh?

Available from Sanyo stockists, £749.99
Call: (01923) 246 363

Star Trek Alarm

You can now wake up to the sound of Captain Kirk and Spock with this 'beam me up Scotty' alarm clock. There's also an optional telephone connection for those long distance calls to other planets. A must for all trekkies and stupid gadget followers everywhere.

Available from The Gadget Shop, £49.95
Call: (01482) 860 860

Girls hate 'em, boys love 'em – hoorah for gadgets!

Cordless Headphones

Wander around your house with *Anthrax* kicking out loud from your stereo without harming the wildlife, with these cordless stereo headphones. You can now listen to your music any time and anywhere. Your headphones also come loaded up with rechargeable Ni-Cad batteries. They're not pretty though.

Available from The Gadget shop, £69.95
Call: (01482) 860 860

Pioneer MCD 6100

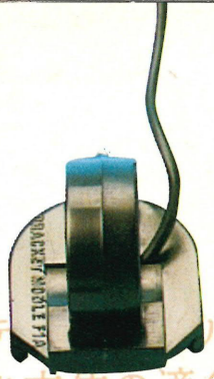
If you wanna be the loudest boy racer in town then power-up your car with the Pioneer MCD 6100. There're tons of features including multi CD player and gadgets like BSM, BSA and RDS that ensure you get the best sound available. Pioneer's top of the range car CD Player brings a new meaning to Mobile Disco.

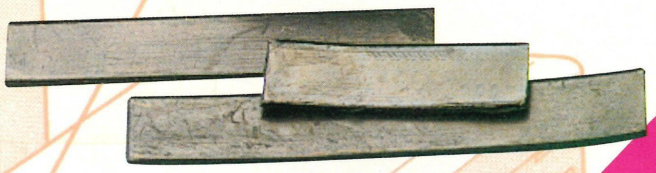
Available from all Pioneer stockists, £539.95
Call: (01753) 789 789

3-in-1 Cycle Computer

This multi-functional gadget has speed analysis, max speed, distance measurements and an alarm clock just in case you fall asleep whilst riding along the local bypass. You can also unclip it and carry it around to show all your mates.

Available from the The Gadget Shop, £19.95
Call: (01482) 860 860





Struktura Knife

This is the trendy version of the Swiss army knife. It's got all the usual bits with corkscrew, screwdriver, tin opener, fork and of course a very sharp blade. Its cool looks make this a must for all dudes and babes when they are stuck in the woods, or something.

Available from Special EFX, £10.99

Golf Laser

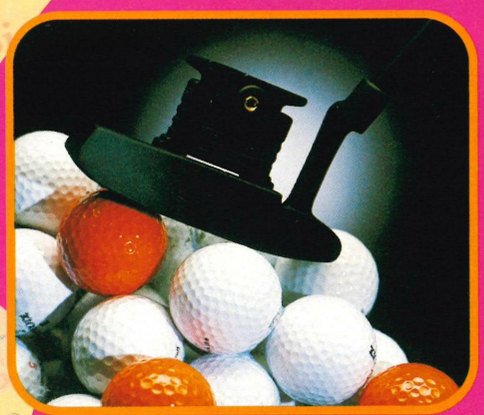
If you're still wondering how Europe stole the Ryder Cup out of America's hands then we here at Ultimate have found the answer. Seve and Faldo were practising with the latest of technology, the putting laser. Just line up your laser, which sits on top of your putter head, with the hole and putt away. It couldn't be simpler.

Available from Lyte Electronics, £140
Call: (0171) 386 0131

Calculator Mouse Mat

Do you fancy tucking into complex mathematics without having to interrupt an important game of *Doom* on your PC? Well check out this solar powered mouse mat calculator – it does everything a normal calculator can do but is far less convenient. Bonkers but fun!

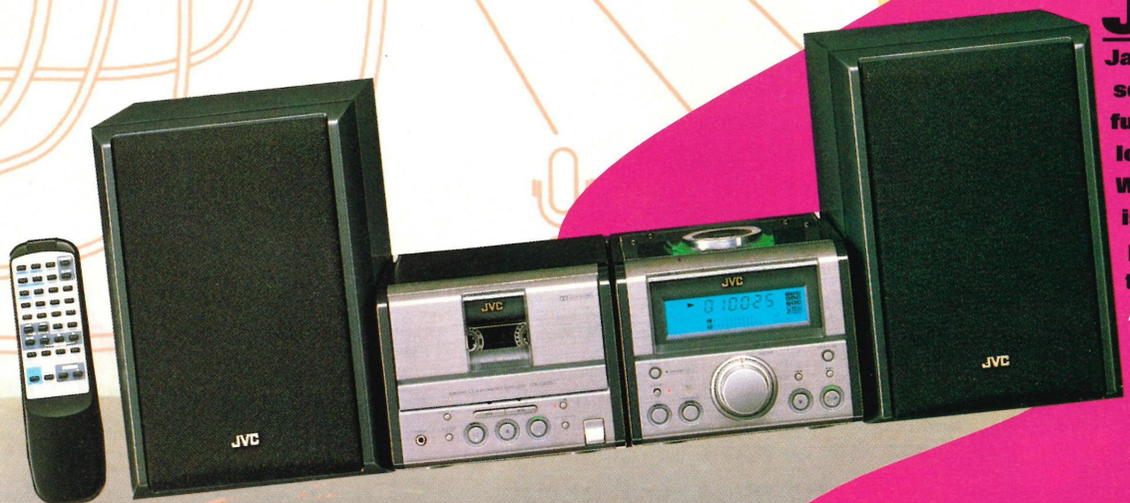
Available from The Gadget Shop, £6.95 Call: (01482) 860 860



JVC UX-D66

JVC's Micro Component system is the latest hi-fi to join Japan's most prestigious line of sound equipment. With a silver futuristic look the UX-D66 comes loaded with Dynamic Axial Drive Woofer System (whatever that is). You get all the basics like CD player and radio with all the techno stuff bunged in as well.

Available from all JVC stockists, £700 Call: (0181) 450 3282



Ultimate UPDATE

UK Top Ten CDs

1 Command And Conquer...PC
2 Wipeout .....PlayStation
3 Championship Manager 2 PC
4 Ridge Racer.....PlayStation
5 Battle Arena Toshinden ...PlayStation
6 Phantasmagoria .....PC
7 The Need For Speed .....PC
8 Fade To Black .....PC
9 Rayman .....PlayStation
10 The 7th Guest.....PC

▲ Certainly stunning, but how does it play?

3DO Surging Ahead

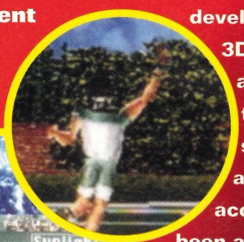
FMV-masters Digital Pictures are currently working their hides off to bring sci-fi shoot-em-up *Maximum Surge* to the 3DO. Filming, in Hollywood and on location in Long Beach, CA, has 'wrapped', and the game promises to feature some of the most spectacular effects and pyrotechnics ever seen in an interactive CD ROM. And that's scary. Real scary!

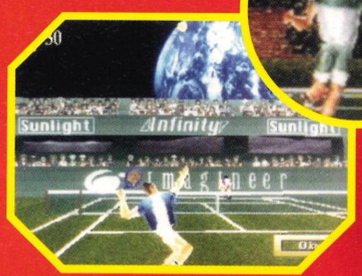
Virtual Open Tennis

Imagineer came a cropper with their oh-so flawed volleyball sim for the Saturn (issue 11, page 94), but their next installment in the 'Virtual' series looks a hell of a lot more promising. Honestly, it does!

Like all the other 32-bit tennis sims so far, the developers have opted for a 3D realistic polygon approach. Admittedly, this has let down games such as *Ground Stroke* and *V-Tennis*, where accurate ball control has been a problem. But in *Virtual Open Tennis*, the Saturn's CPU calculates the ball trajectory according to: force, angle, speed and position...

You'll be able to choose from three different modes: Training, Exhibition and Championship. During the Championship mode, you can challenge the world's best players in the 'World Championship' section or take on the 'Challenger Cup Virtual Open'. More next month...





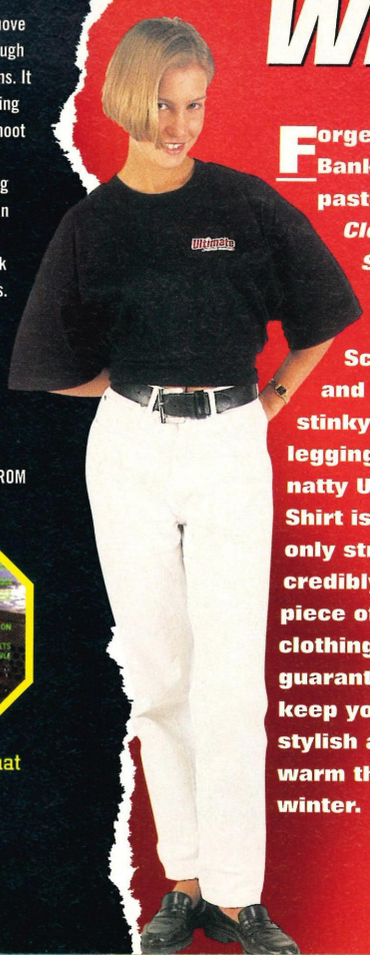
▲ Tennis on the moon? A good serve could send the ball to Earth!

Machine.....Saturn
Publisher....Imagineer
Developer...In-house
Style.....Tennis, perhaps?
Release.....November
Country.....Japan

..TRUE LINES... Acclaim are to release *Mortal Kombat 2* on the PlayStation in the US this Nov and on the Saturn in Dec.....

Winter Collection

Forget Jeff Banks and his pastel-shaded *Clothes Show*. Ignore Claudia Schiffer and her stinky old leggings. For a natty UFG T-Shirt is the only street-credibly cool piece of clothing guaranteed to keep you stylish and warm this winter.



All you have to do is fill in the form down there and send it, along with a cheque or credit card details to us at the address shown on the form. Each T-Shirt costs a mere £7.50 and that also covers your postage and packaging. Wahoo!

Ultimate T-shirt

UFGTSH

Fill in and send back to The Ultimate T-shirt, Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

Please send me ☐ T-shirt(s) at £7.50 each (inclusive of P & P).

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Expiry date: _____

Signature: _____ Date: _____

▲ It's Yasmine Bleeth, what a bee-you-tee she is too!

KONAMI

INTERNATIONAL SUPERSTAR SOCCER DELUXE

TM

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It's a whole new ball game...

It's more than just a sequel...

New teams, new players, new stadiums, new strategies and new techniques.

- ★ Realistic player sprites with brand new animations and skills
- ★ Increased CPU intelligence to challenge beginners and experts alike
- ★ 36 international teams featuring recognisable celebrity players
- ★ Real, live commentary, 7 different stadiums and new stadium video screen
- ★ International Cup, World Series and fully editable tournament modes
- ★ Choose from 16 formations, 8 strategies, 20 players and 9 adjustable player skills to create your perfect team
- ★ Four way play also possible

A load of old balls it ain't!

Release Date: 3rd November 1995

SUPER NINTENDO ENTERTAINMENT SYSTEM

Namco + Killer Gra

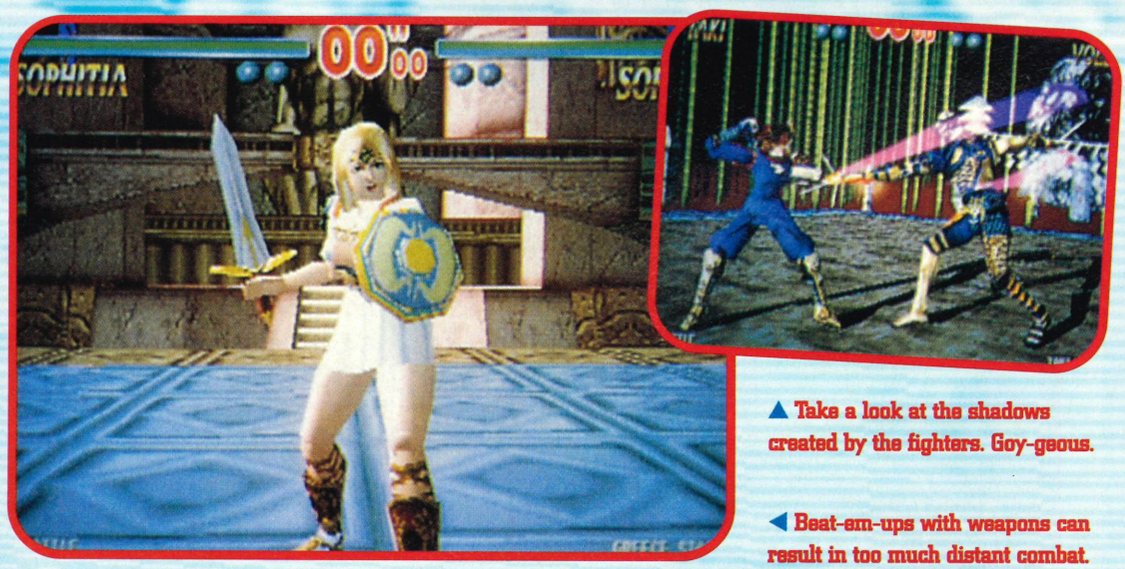
Soul

▼ Look at the mapping on that! As this screenshot shows, *Soul Edge* is absolutely stunning.

The recent Amusement Machine Show that took place in Tokyo (full report this issue) threw up one very exciting title from none other than Namco.

The coin-op machine itself wasn't present, but a demo could be viewed on a monitor. The game itself uses Namco's System 11 board. The main advantage of this particular system is the cheap price it affords, but the PlayStation compatibility is equally as important. This would hint that *Soul Edge*, along with *Namco Classic Collection* and *AREA 51* (both System 11 games), will be available for the PlayStation in the near future (although that depends on how popular the games become in the arcades).

The System 11 board is very close to that of the PlayStation, especially in the amount of polygons it can handle. This lack of polygons (a lower number than found in System 22) is compensated somewhat by the addition of numerous textures. These textures give the polygonal fighters superb detail



▲ Take a look at the shadows created by the fighters. Goy-geous.

◀ Beat-em-ups with weapons can result in too much distant combat.

phics + Beat-em-up =

Edge

What else?

▲ The arcade beat-em-up is receiving a bit of a renaissance, what with this and the equally lovely *Fighting Vipers* from Sega.

◀ The gameplay is still an unknown quantity. Please God, make it something special!

▶ There's rather a slim choice of characters in the game at the moment. That should change.

and avoid the use of excessive polygons to create realistic-looking people. The animation is also fluid, and the backgrounds are some of the best we've seen in a coin-op title (possibly even better than those in *Virtua Fighter 2*).

Soul Edge was still at an early stage in its development (explaining the demo version) and even the name has yet to be finalised. But it's clear that the game is more in line with Takara's *Toshinden* than anything else currently in the arcades (strange that the company who developed *Toshinden* for Takara was Tamsoft, a development team more familiar with arcade games than consoles). Each fighter can use their own hands to fight, as well as putting their own particular weapon to good use. Wahey!

The story itself (never vitally important to any beat-em-up) takes place in the 15th Century. Chaos reigns, and everyone is trying to be as powerful as possible, seeking out glory whenever an opportunity arises. The only way to succeed in life is to use physical power – only the strongest survive. In this world, there is a legend that a magical sword is hidden somewhere in the kingdom. Eight fighters begin to go in search of the sword, of course, they are competing for the same goal, so they will have to fight, with the last remaining fighter gaining ownership of the magical weapon.

Failing any major catastrophes, *Soul Edge* could be one of the biggest hits of the year as far as beat-em-ups go. And if it ever gets released on the PlayStation, well, *Toshinden 2* had better not pull any punches, that's for sure.

Machine.....System 11

Publisher....Namco

Developer...In-house

Style.....Smash em-in

Release.....TBC

Country.....Japan

..TRUE LINES... *Monty Python's Complete Waste Of Time* CD ROM has scooped a top prize at the EMMA awards in Frankfurt.....

Blockbuster land first PlayStation rental deal

Blockbuster Video are offering you the chance to try out the PlayStation before investing £300 (as if you need to), or should that be offering you the chance to take a PlayStation home while you're scraping together £300 to actually buy one? However you look at it the PlayStation is now available to hire, alright? Blimey!

Rental of the console is £6.50, plus £3.49 per game for TWO NIGHTS! Not bad at all. However, there is a slight catch. In some stores you'll have to come up with a £200 deposit. Not necessarily in cash, but at least a credit card or cheque – which seems strange because if you actually had £200 knocking about you'd probably just go and buy one anyway. Those cheques will all bounce Blockbuster – just you wait and see if they don't.

Blockbuster are currently offering six games to hire: *Battle Arena Toshinden, Rapid Reload, Ridge Racer, Kileak The Blood, NBA Jam* and *Street Fighter The Movie.* Get down to your local store this instant you damned fools. It's a bargain!

Wanna play one-on-one with Ian Wright?

THE games, who recently took over the marketing, sales and distribution of all Nintendo products in the UK and Ireland, have followed their £1 million two year sponsorship of the Premier League with a tie-in promotion for *Killer Instinct* on the SNES.

Together with HMV, THE have organised five regional event days across the country. Star footballers will be attending each day to sign copies of *Killer Instinct* and play challenges one-on-one. The complete list of stars has yet to be confirmed, but we can tell you that Ian Wright and Darren Anderton appeared at the London event on the 26th October.

The schedule for these top sounding days is as follows:

5th November:	Birmingham
12th November:	Glasgow
19th November:	Manchester
26th November:	Newcastle

Japan Top Ten

1 Seiken Densetsu 3 .....SNES
2 The King Of Fighters '95 NGCD
3 Pro-Wrestling .....PlayStation
4 Sim City 2000 .....Saturn
5 Prime Goal Ex .....PlayStation
6 Wing Arms .....Saturn
7 World Advanced Strategy Saturn
8 Twinbee Yahoo! .....PlayStation
9 Twinbee Yahoo! .....Saturn
10 Wizardry 6.....SNES

▲ Damon, you're not as good as your old man, are ya mate? Sort it out!

◀ If it's anything like as playable as *Daytona* we'll wet our pants with joy.

Formula 1
Live Information

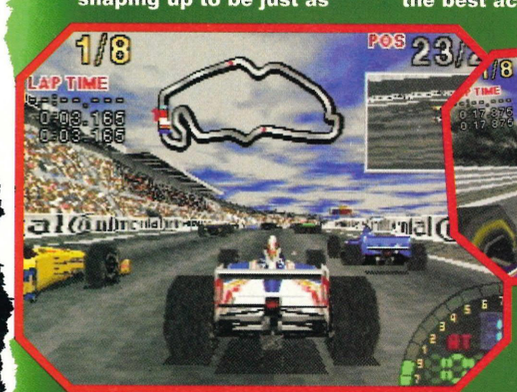
Like Murray Walker, we get very excited by Grand Prix. There's nothing so satisfying after a good Sunday lunch than pondering pit-stop strategies, gawping at slow-mo pile-ups and swearing madly as that bloody German jams his way to another undeserved victory. When Sega said they had a Formula 1 sim in the pipeline, our Bennetton fuel-lines almost ignited in anticipation. Yes they did!

The game is still reasonably early in its development but is shaping up to be just as playable as *Daytona*. On the track side, there are full scale simulations of three genuine Grand Prix tracks, Hockenhiem, Monaco and the Japanese one (where's Silverstone, eh?) as well as five other 'Sega' tracks. There's a choice of views from in your car but because you're in a F1 model and thus very low to the ground, the track-side view is not as spectacular as *Daytona* or *Sega Rally*. Lots of sand traps, crash barriers and armco but, hey, that's realistic, right?

But why the 'Live Information' tag? Well in a novel, blimey never heard the like, kinda way, the game provides live commentary on the race whilst a little box shows the best action from round the track. At the moment the commentary is in excited Japanese (which only tells you that David Coulthard is pronounced Daviide Cooltardhey in Japanese) but Sega are soon to translate it into excited English, hopefully with the maestro himself, Murray Walker.

What with the other extras – fiddling with your car and pit stops and stuff – *F1 Live Information* looks like a quality release for the Saturn. Look out

Machine.....Saturn
Publisher....Sega
Developer...In-house
Style.....Racing sim
Release.....Mid '96
Country.....Japan



▲ Wahey, product placement. See our feature on page 54.

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Ultimate UPDATE

Zork and CD

▲ This chap doesn't look too happy. Grim fella!

Return To Zork, the award-winning, PC adventure game is threading its way onto the Saturn, and its sequel, *Zork: Nemesis* is also planned to hit both the PlayStation and Saturn in '96. It's a highly atmospheric game – and so it should be, as it's set underground, features over an hour of spoken dialogue, a cast of Hollywood stars and a mean and moody musical score. It'll be released in the US first, and is very likely to appear over here early next year. More very soon.

UK Top Ten Carts

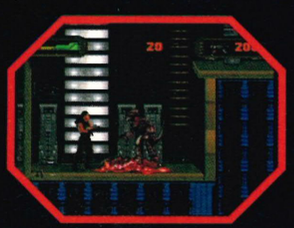
1 FIFA Soccer '95 ... ... MD
2 PGA Tour Golf 3 ... ... MD
3 Brian Lara Cricket ... ... MD
4 Theme Park ... ... MD
5 Cannon Fodder ... ... MD
6 Super Mario land 3 ... ... GB
7 Super Bomberman 2 ... ... SNES
8 Street Racer ... ... MD
9 Zelda – Link's Awakening ... ... GB
10 Mortal Kombat 2 ... ... SNES

Phoenix 3-DO

Oozing FMV and gluing together both space shoot-em-up and platform genres, *Phoenix 3* from Studio 3DO should hit the 3DO some time in December, fingers crossed.

The game revolves around the story of rescue and triumph of the peaceful planet of Galearth over alien invaders. You get to control the muscular frame of Derek Freeman (heroic name, that – not the sort of name an accountant would have, or anything), who must try and locate the hidden ships of millennia past, then recruit brave pilots to help him fly these ships in combat and save their planet.

There are 20+ levels to the game, over 35 minutes of Full Motion Video , and blood-spillage galore in the platform sections. More soon.

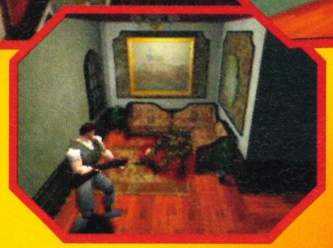


▲ As much gore as in *Biohazard*. What's going on?

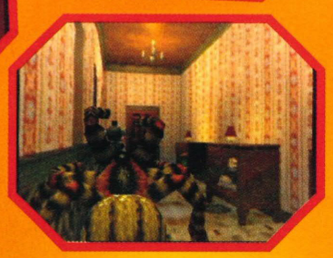
BITS

The action in *Biohazard* is spread across a number of different locations. These include the HUH-YUGE mansion residence, the garden, a tower, graveyard and two other additional buildings. Unsurprisingly, there are bumfuls of items to discover in the adventure, including crossbows, bazookas, chainsaws, shotguns, oh loads of stuff.

▼ Will the shifting camera cause problems?



▲ The two characters have different skills – the story takes different routes as a result.



▶ The animals have horrifically mutated.

◀ *Biohazard*: a game that pushes the PSX?

Biohazard

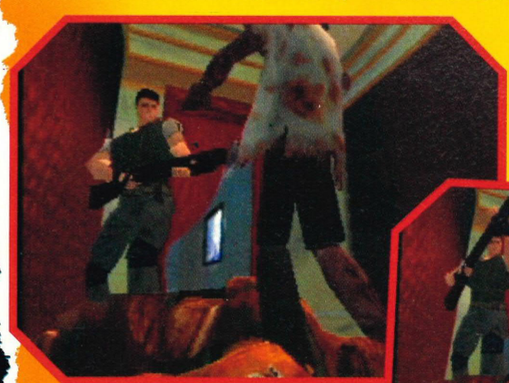
Due this winter, in Japan and the US (as *Resident Evil*) at least – closely followed by the UK – is Capcom's frighteningly good-looking 3D action game, *Biohazard*.

The plot itself certainly allows for a great deal of chilling action. Based in a suitably spooksome mansion, which nestles deep within the hills surrounding a mid-western US city, the government have been conducting secret bio-technology experiments, research that even Frankenstein would have shuddered at. But – and hey, here's the twist – all communications with the people at the mansion have been lost, and it's up to you, as a member of STARS (Special Tactics and Rescue Service) to investigate. How exciting.

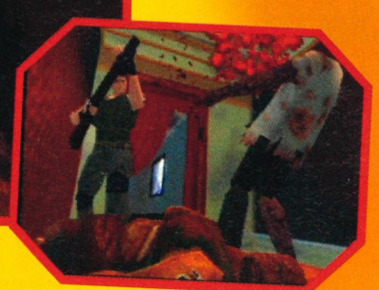
Basically, a virus has escaped and affected many of the local population – both human and animal. The people have been turned into flesh-craving zombies, while the animals you encounter have mutated into chaotic forms. Armed initially with just a pistol, you can take control of either Chris Redfield, a pilot and marksman, or Jil Valentine, an explosives expert. *Biohazard* isn't all guns, bazookas and explosives though. There's a thorough amount of exploration and discovery in order, and a healthy supply of puzzles to solve. Always a good thing.

The game itself opts for an *Alone In The Dark*-style game engine, with a third-person perspective and shifting camera views as you move around the locations, but it features some of the most stunning visuals yet seen in a PlayStation game. The depth and detail of the backgrounds is nothing short of stunning, and the marrying of the realtime-generated polygonal characters and the pre-rendered locations is highly impressive. Oh yes!

There are two objectives to *Biohazard* – find out what happened to the scientists and workers in the mansion and survive long enough to find the hidden helicopter and escape. Sounds like a plot Schwarzenegger would die for.



▼ As you can see, *Biohazard* doesn't skip on the gore. It's plump with the stuff.



▲ Chris Redfield looks a touch like Arnie, don't you think?

Machine.....PlayStation
Publisher....Capcom
Developer...In-house
Style .....Adventure
Release.....TBC
Country.....Japan

.TRUE LINES... As exclusively revealed in UFG 11, it looks like a Saturn price drop is imminent in light of Dixon's £50 slashage

The Console Barometer

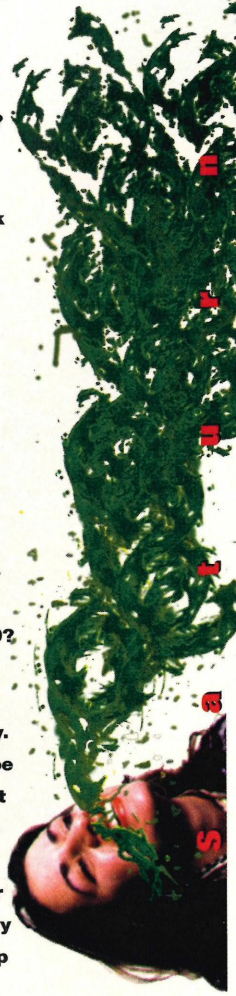
Could we have a little quiet please! Thank you very much. Now, put your hands together and prepare to welcome the wonderful Debs and her console catarrh. Be amazed by Debs' snotty console fortune indicator – stand well back though...

Playstation

Loaded, WWF, Prime Goal Ex, Twisted Metal and *V-Tennis* all in one month – need we say more? Well, we'd better or this page will look stupid. How about 30,000 units shifted in just ten days? You want more? Okay, well what about the new boomerang-shaped multi-tap adaptor (see page 36)? Yes it's all looking rosy at camp Sony. Let's just hope they don't get complacent – Sega are biting at their heels and may well come top next month.

9/10

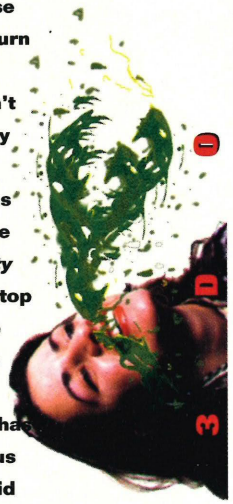
Saturn



After the novelty of the PlayStation's release wears off the Saturn is back sharing the top spot. The release of the Saturn Video CD Card hasn't done it any harm and neither has the release of *Sim City 2000*. On top of this the update on *Virtua Fighter 2* has whipped us into a rabid frenzy and *Formula One Live Information* should be grrr-ooovy! Plus the price drop rumour!

9/10

3DO



We're still waiting for firm details on the M2's release so only six points again this month 3DO. However, things are looking up with the release of *Defcon 5, The D, Foes of Ali, Goldengate* and *The 11th Hour* within the next six weeks. Could do better though 3DO! Come on!

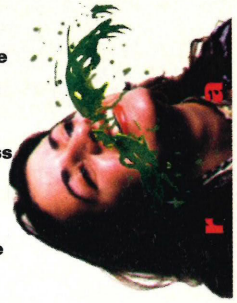
6/10

Jaguar

The terrible *Ruiner* threatened to relegate the Jag below the Ultra 64 this month, but *Pitfall* is quite jolly and just as we were going to press *Mutant Penguins* arrived in the office which looks to be challenging if nothing else. Will the CD add-on elevate this above the 3DO in the near future?

6/10

Ultra 64



We're just days away from the unveiling of this hopefully world-beating console. Add to this the first signs of an advertising campaign (see page 10) and we can barely contain the excitement in our pants around here. Hurry, hurry.

5/10

Special thanks to Debs and her miraculous measuring mucous moustache. Hope the catarrh disappears soon.

Ultimate UPDATE

Better Late Than...

Oh, never mind. No-one likes turning up for a party late, do they? But Stephen Toyne from Southampton seems to take that to the extreme – he's possibly the latest entry to a competition we've ever had! The 'Make Mine A PlayStation' compo was the first Ultimate ever featured, way back in the free sample issue that was distributed with loads of Future Publishing computer magazines last September! You should have an Ultimate T-Shirt by now Stephen, for being the latest bloke in the business – you're an odd bloke...

Who won the 20 PlayStations then?

We've drawn the winners to our mammoth PlayStation giveaway, and here are the lucky old winners who should have received their machines by now. Enjoy 'em!
Alexander Panteli, Palmers Green, London... Dean Clarke, Leigh-on-Sea, Essex... Jonathon Doyle, Dublin... Mark Bingham, Nottingham... John Williams, Clywd... James Surridge, Bournemouth... Vicky Botfield, Brighton... Mike Bygrave, Bedford... Lisa Smart, Clapham, London... Mike Dowling, Kensington, London... Gill Higgins, Chester... John Stevenson, Stretham, London... Dylan Channon, Taunton... Ian Romanis, Ayre... Rob Issaacs, Saltford... Phil Lewis, Southampton... Robert Roberts, Lyme Regis... Gareth Anwell, Exeter... Iain Macintosh, Perth... Helder Hoffman, Passau, Germany.

Banking In Your Home

The UK's second largest building society, Nationwide, has launched a new PC Home Banking system, offering current customers with PCs the chance to carry out routine transactions, like checking your balance, paying bills, ordering a statement all from your home. And unsurprisingly, the service is in operation 24 hours a day. The shape of things to come or the first signs of a thoroughly lazy society? Well, both really. Ho hum.

Hang On

Burning rubber and breaking limbs as it collides with buses, *Hang On GP '95* is looking to snarl its way onto the Saturn very shortly. It's the first Next Gen motorbike title and will definitely be more fun than riding your Honda on the rainy North Circular – surely?

◀ Watch your knees mate, stop showing off!

The game is by the same team presently designing *F1 Live Information* and uses the same basic engine. This means, whilst it's not quite as flash as AM#2's *Sega Rally* (what is?), it's sure to be full of comfortably good little touches. One of these will be the choice of views: 'behind the bike' – slower but easier, or 'on the bike' – faster but haddock-slippery to master. The choice is most definitely yours.

Sega won't be releasing that sit-on thing that made you look such a prat playing *Hang On* in

Ultra 64 Update

Forget the dedicated Nintendo mags, we are the future! Ultimate were first to bring you shots of *Cruis'n USA* (see pre-launch supplement), we were the first to show hardware shots of this 64-bit beast (see issue 8), we exclusively brought you an artist's impression of Nintendo's revolutionary new joypad (see issue 11) and now we can exclusively reveal what the finished joypad and machine look like. Do we spoil you, or what?

These official photos were leaked out of Nintendo of Japan by our fella on the inside. They are official, but we weren't really supposed to print them 'til next month. Oops!

Our source confirmed that the three-pronged joypad does indeed support digital and analogue control. Wahoo! What still remains a mystery is the underside of the controller. We know that an additional fire button is located directly beneath the central analogue control, but what's this we've been hearing about a memory card slot above that fire button? Yes, very interesting...

The actual hardware has changed very little since we first revealed it way back in June. The only real differences are cosmetic touches to the front panel. A new system logo is now in place and a red LED power light sits directly beneath it. It's quite a looker!

Ultimate have also learned that Nintendo will be conducting a questionnaire survey at the Shoshinkai show in a few days. Apparently 300 lucky winners

GP '95

the arcades but the game will be compatible with the Saturn's excellent driving wheel. More news in the very near future, perhaps even a full and frank review. We're a bit strange like that. Well, not so much strange as just plain generous.

- **Machine**.....Saturn
- **Publisher**....Sega
- **Developer**...In-house
- **Style**.....Racing sim
- **Release**.....Early '96
- **Country**.....Japan

◀ But F1 racing is so much more sexier, don't you reckon? Hmm?

▲ At last a motorbike racing sim for the Saturn. Excellent. And that.

Exclusive Shots

Ultimate Future Games

▶ It's bonkers, but sexy with it – a bit like Tori Amos.

▼The hype for the Shoshenkai show in a few days time has reached fever pitch.

will all receive an Ultra 64 game. Nintendo aren't the only ones giving stuff away though. Next month Ultimate will be offering you the chance to win the first Ultra 64 in the UK. Only a gibbering idiot would miss it!

THE MAGAZINE YOU ARE READING MAY CONTAIN PLAYSTATION MATERIAL.

STOP! THINK!

WHY ARE THEY SO KEEN TO GET YOU TO TRY IT? TO GET YOU

HOOKED!

OF COURSE. IN NO TIME AT ALL, YOUR MIND WILL BE COMPLETELY

BOGGLED!

YOU WILL LOSE ALL SENSE OF

REALITY!

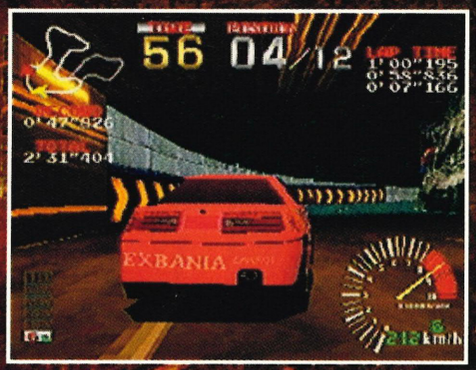
SO REMEMBER. JUST SAY NO THANK YOU VERY MUCH. AND BE A

SAP!

INSTEAD.

SOCIETY AGAINST S.A.P.S. PLAYSTATION

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION



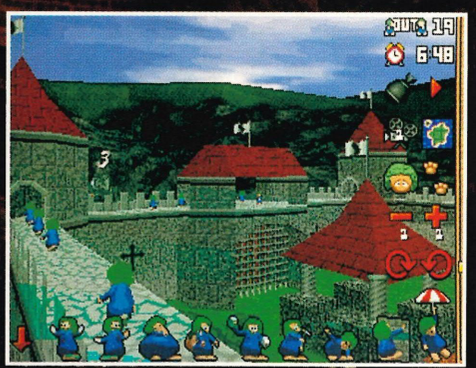
RIDGE RACER
RELEASE DATE: SEPTEMBER

BATTLE ARENA TOSHINDEN
RELEASE DATE: SEPTEMBER

RAPID RELOAD
RELEASE DATE: SEPTEMBER

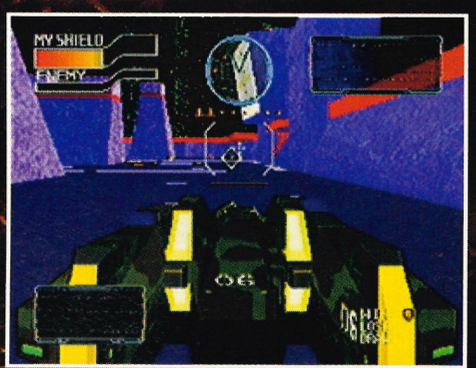
JUMPING FLASH!
RELEASE DATE: OCTOBER

DISCWORLD
RELEASE DATE: OCTOBER



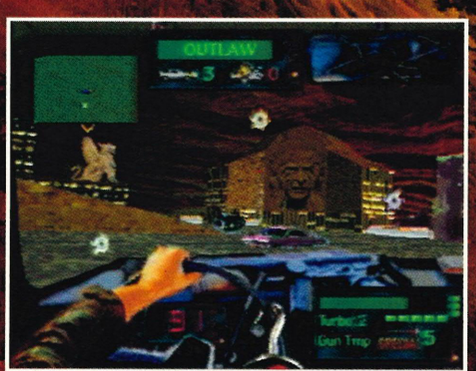
3D LEMMINGS
RELEASE DATE: OCTOBER

DESTRUCTION DERBY
RELEASE DATE: OCTOBER



CYBER SLED
RELEASE DATE: NOVEMBER

TEKKEN
RELEASE DATE: NOVEMBER



TWISTED METAL
RELEASE DATE: NOVEMBER

WAR HAWK
RELEASE DATE: NOVEMBER

STARBLADE ALPHA
RELEASE DATE: NOVEMBER

WIPEOUT
RELEASE DATE: SEPTEMBER

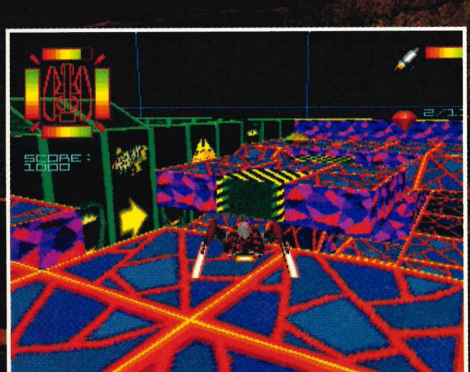
KILEAK THE BLOOD
RELEASE DATE: SEPTEMBER

NOVASTORM
RELEASE DATE: OCTOBER

AIR COMBAT
RELEASE DATE: OCTOBER

MORTAL KOMBAT 3
RELEASE DATE: NOVEMBER

ESPN EXTREME GAMES
RELEASE DATE: NOVEMBER



ASSAULT RIGS
RELEASE DATE: NOVEMBER

TOTAL NBA 96
RELEASE DATE: JANUARY

PlayStation

SCIENTISTS SAY WE ONLY USE 1/8 OF OUR BRAINPOWER. FIND OUT WHAT THE OTHER 7/8 IS FOR.

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..TRUE LINES... Capcom have confirmed that *Darkstalkers: The Night Warriors* will be released for the Saturn in Japan on Decem

Ultimate UPDATE

Bluffer's Guide to... Konami

Fancy getting a job in the videogame industry do you? Well, you best not blunder into an interview without the essential industry knowledge Ultimate flicks your way every month. This month, come on down, Konami...

Big in Japan, eh?

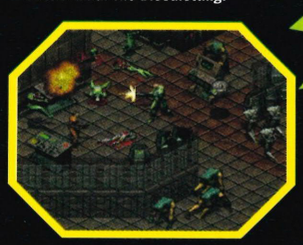
Good God, yes. Mr Kagemasa Kouzuki (Chairman/President) initiated the company in 1969 with the aim 'To fill people's daily lives with joy'. They rapidly expanded, and in 1979 exported *The Astro Invader* to the US. In 1982, Konami established Konami, Inc. in Los Angeles, before moving to Chicago in 1984. Building on this success, Konami established Konami (Frankfurt) GmbH and, more importantly, Konami (UK) Ltd. They're big all over the place!

So, they only do videogames then?

They're also branching into educational software. Don't fret – they're concentrating on the fun element of learning (!?!). They're also developing network games. In fact, Konami's in-house network links more than 400 computers in a single network, one of the most extensive in Japan. They're also involved in the character licensing business, the toy and hobby field and the publishing of CDs, records, books and videos.

What about now?

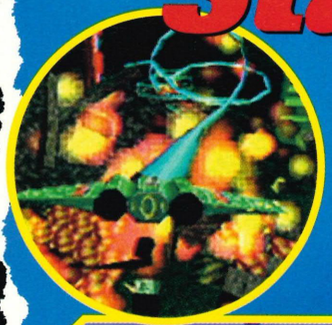
They're still producing a lot of software for the SNES (*ISS Deluxe* being the most well-received of late). More importantly for us, though, is their commitment to Next Generation systems. The first series of PlayStation and Saturn games are: *NFL Full Contact, NBA: In The Zone, MLBPA: Bottom Of The 9th, Goal Storm* (reviewed issue 11, page 82), *Project Overkill* (below), *Parodius* (reviewed issue 3, page 96) and *Castlevania: The Bloodletting.*



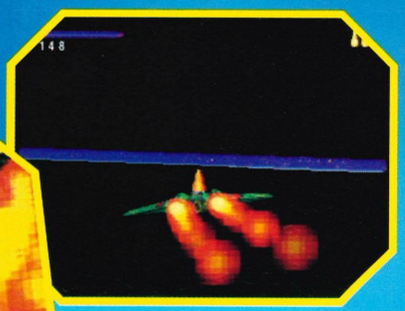
Lots of sports then?

Yep. In fact, even Konami's coin-op division is trying to bring a sporting flavour back into the arcades. Their 'Ultra Sports' series of games are attempting to bring back the classic table-top cabinet games, with a glowing track-ball being used to compete in their new hockey and soccer games. These are heading for the US at the moment. Hoorah!

StarFighter



▼ Explosions are a BIG feature of *Starfighter* – top stuff.



◀ From early plays, we found the fighter handled pretty well.

◀ We'll be reviewing *Starfighter* next issue – don't miss it!

To be released by Studio 3DO in late November, comes *StarFighter*, a futuristic aerial shoot-em-up. Rockin' good news!

You play the most experienced test pilot in the FedNet Space Force and have been assigned to fly the latest hybrid planetary/space assault vehicle developed by the Research and Development division. The 'top brass' want it put through its paces and the programmers have created gobloads of missions to test both you and the craft. At the beginning of each mission you'll be able to equip your ship with various upgrades, but the choice of weapon may not suit that particular mission...

The whole thing is presented in gloriously texture-mapped 3D and there are over 100 levels for you to tackle. With selectable camera angles and a big variety of missions to embark on, *StarFighter* could be just what every 3DO explosion freak needs. Reckon so! Look out for a review next month.

Machine.....3DO
Publisher....Studio 3DO
Developer...In-house
Style.....Shoot-em-up
Release.....November
Country.....UK

..TRUE LINES... nothing has been confirmed at time of going to press. On top of this, Capcom will also finally be releasing *Street*

WIN!

10 Golds

The final installment of our latest Next Gen hardware giveaway is upon us, so if you've been paying attention over the past couple of months, you'll know the score.

Simply answer the question over there, and send the coupon (along with those from the past two issues) to: Goldstar Giveaway, Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. If you need to get hold of the earlier coupons, simply order the relevant issues through our back issues department (see page 95).

If you're a particularly lucky blighter (and more importantly, you've answered each question correctly), you'll be one of ten people who'll get to unwrap a special early Christmas present on the morning of December 2nd,

ber 30th. It should be available in US stores sometime in January. As for the UK release...

FIFA '96 comes to Future

If reviews and features simply can't satisfy your *FIFA*-pangs, then the latest release from the videogame magazine castle of Future Publishing, should do.

Possibly the most in-depth magazine written about a single title, this has everything you need – and must – know about the making of EA Sports' masterpiece: profiles of *FIFA '96* on all eight formats (PlayStation, Saturn, PC CD ROM, 32X, SNES, Mega Drive, Game Gear and Game Boy), exclusive interviews with its creators and features on all the techniques they employed, as well as the definitive guide to which version is the best (another round for PlayStation vs Saturn).

You'll also find exclusive information on EA Sports' other new releases, features on EA themselves and plenty of football articles to keep the complete footy nutter in a state of ecstasy. And that's a great place to be.

Oh, and you can win a PlayStation and 10 copies of the game on every format. Not bleeding bad! It's available from November 9th in all good newsagents for the pocket-friendly price of £3.99. It's a bargain!

Saturn IS Cheaper!

In the US as well! The Sega Saturn 'core pack' (containing playable demos of *BUG!* and *Panzer Dragoon*) is now down to a rather more realistic $299. Sega US have also announced that a special *Virtua Fighter Remix* pack will be available for $349 (videogamers will be able to buy the game on its own for around $70).

'Until now, the weak dollar-to-yen ratio limited us in how we set our pricing,' says Mike Ribero of Sega US. 'With the strengthening dollar and improvement in hardware production and process innovations, we are now able to pass the savings on to the consumer,' he adds.

It now seems that an awful lot of current Saturn owners across the world are gonna be more than a bit peeved by this news. Sega can't win can they?

Fighter Legends for the PlayStation and Saturn in the US sometime in December. Again, no news on a UK release as yet.....

st ar

courtesy of Goldstar. And the machine comes bundled with *FIFA* as well. Can't be bad. Best of British to one and all!

1. All three coupons must be cut out of the magazine (no photocopies – thanks).
2. Multiple entries are fine but again, no photocopies.
3. Employees of Future Publishing can't play.
4. The Editor's decision is as final as it ever was.

Question Three:

What was the M2 originally called?

answer

Ultimate Future Games

Section 2

Superheroes In The Next Generation
Will Superheroes in the Next Gen fall into the old 16-bit trap of, well, being crud platformers and beat-em-ups? We reveal what went wrong last time around and whether games producers will be making the most of these potentially cracking characters this time 42

The Future Of Music In Videogames
It's the music your parents hate – and now it's on your console in full dodecahedronic surround sound – it's bloody ace! Ultimate take a look at the bands that are taking advantage of your new CD player (er, console) – including The Prodigy, Pop Will Eat Itself, The Chemical Brothers and Leftfield. It's not just your thumbs that'll be sure it's your precious 'shell-likes' 48

In-Game Advertising
Is in-game advertising threatening to ruin games as we know them? Ultimate examine product placement, the people behind it and the ridiculous amount of money to be made from such treachery 54

SUPER C
YOU'RE DAMN RIGHT I'M DANGEROUS!

You know the Next Generation systems are beginning to find their feet once you start to smell the pungent whiff of mutants spilling from the software horizon. Take a glance at the 16-bit and handheld machines and you'll see cartridge back catalogues stuffed full of the blue lycra-clad beggars, their superhuman powers diluted in a seemingly endless flow of dodgy scrolling beat-em-ups and garishly coloured platform-strewn adventures. Once the superhero licenses finally arrive on the 32- and 64-bit machines, you know the software companies are fully committed to the Next Gen. They act like a barometer, if you like. And we certainly do – here's why...

▲ Ker-pow! The Wolverine fella's in both Capcom titles.

▼ Ker-plunk! Silver Samurai from X-Men.

▼ Boink! These Sentinel's hate stinky ol' mutants.

Pow!

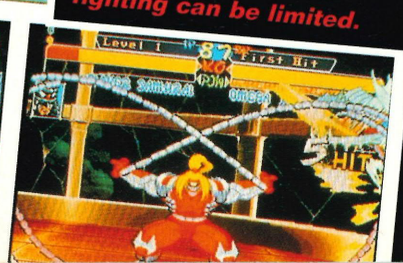
The good news is that it's not graphically superior sequels of the earlier SNES and Mega Drive superhero titles that you can expect to make their way onto PlayStation and Saturn discs, or NU 64 cart. For that, you must look towards your local arcade. Early next year, coin-op conversions are going to fuel the tedious 'My machine's better than yours' debate, with games such as Sega's *Fighting Vipers* up against Namco's *Soul Edge* and Capcom's *Toshinden 2*. But, fortunately, the current crop of superhero titles will be arriving on both the PlayStation and Saturn (although not at the same time, admittedly).

And once again, the company that you must thank for bringing the first of these, Capcom's *X-Men: Children Of The Atom*, to the home is Acclaim. A company renowned for going for the big licences and getting them, they have continually supported the superheroes. Their track listing is impressive (if, ultimately, just in size): *Spider-Man/X-Men: Arcade's Revenge*, *Spider-Man/Venom: Maximum Carnage*, *Spider-Man 3: Invasion Of The Spider Slayers*, *Spider-Man: Return Of The Sinister Six*, *Justice League Task Force*... the list goes on.

More recently, they have chosen to go the way of the film licence – and the big ones yet again. *Batman Forever*, for instance, has perhaps been received rather better as a videogame than it has as a film (although he's not exactly a true superhero – more a messed-up, muscular, spoilt rich kid). Again, it's a scrolling beat-em-up affair, but Acclaim's proprietary motion capture technology employed in its development helped lift this from the routine fair we have grown – unnecessarily – accustomed to. In fact, Acclaim's motion capture studio in New York was also used in creating many of the effects for the film.

With the deadly assortment of superhero films planned for the near future, you wouldn't be mad and ker-azy all over your face to assume that Acclaim wouldn't be in there, shouting like Lulu for the licences. James Cameron's *Spiderman* and the long-rumoured *X-Men* movie are still on the slate, but there's no real development's yet. The film industry is hot with rumours of a *Fantastic Four* flick (with *Lethal Weapon* director Richard Donner linked with the project), while Joe (*Gremlins*) Dante is trying to get *The Green Hornet* off the ground. And the fourth entry in the Batman series, *Batman Triumphant*, is rumoured to have Poison Ivy (with Demi Moore as front-

▼ Fwip! Psylocke has a brain-firing psychic knife!



▼ Schpong! Close-up fighting can be limited.

Zap!

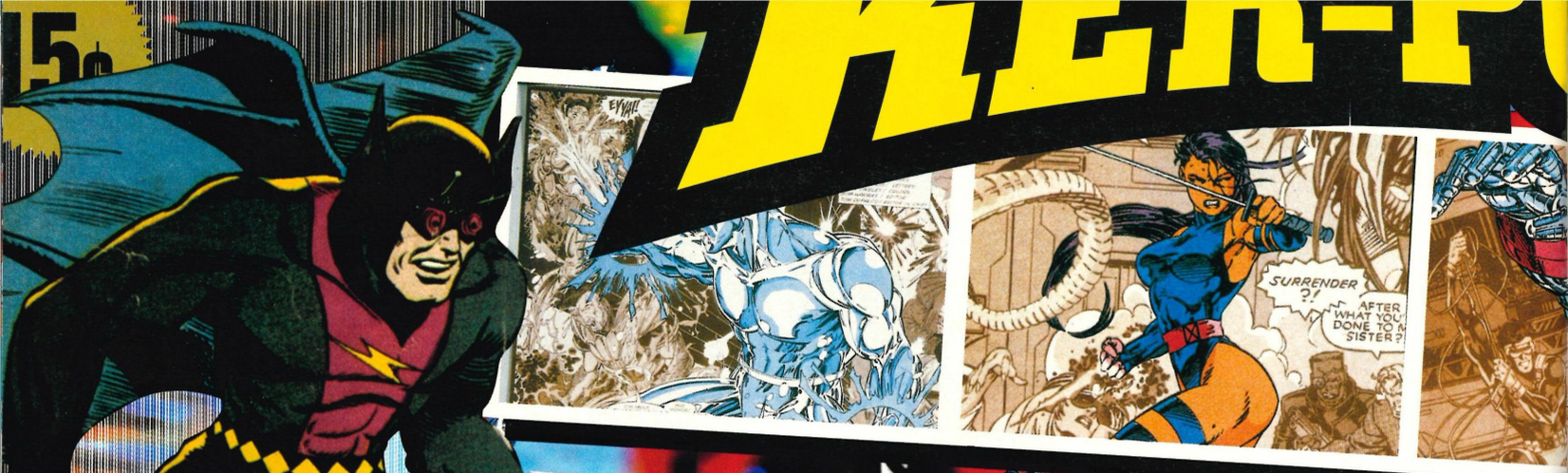
runner) and Mr Freeze as the scene-stealing villains. So there's certainly going to be ample fodder for both arcade and home videogame versions of the superhero movies. And knowing Acclaim and their *Spiderman* games, they won't stop at just one title...

Capcom's *Children Of The Atom* should have been out on the Saturn by September in Japan, but slipped rather terribly to a November street date (and could slip even later). If you're unfamiliar with the impressive arcade hit, it's a one-on-one beat-em-up which has benefited greatly from being developed on Capcom's custom CPS-2 series board, first used for *DarkStalkers* and carried right through to their latest beat-em-up, *Marvel Super Heroes*. It allows for, what Capcom term, '3D audio sound' (in other words, Q-Sound effects and music – the audio system that's being increasingly used in records today), high quality animation and a graphics engine that is tailored for a cartoon-inspired game. And Capcom have done an altogether stunning job in converting it to the Saturn (as this will be the first of the machines it will be released on).

The gameplay itself is similar to the benchmark *Street Fighter 2*-style, (and there's even a hidden Akuma in there too – see issue six, page 26 for the cheat to access his gingerness), but it'll come as no surprise to learn that much of each bout is spent unleashing wave upon wave of special attacks. Each time you land a blow on the enemy, the X-power gauge charges up, ultimately letting you spew a potentially lethal dose of superpower. This gauge is located underneath the life gauge of the hero, and passes through several different levels. Each time one is passed, an energy 'glow' appears around the legs of the superhero, and the more levels the gauge goes through, the more sophisticated the final attack.

Your chosen hero can practice their skills in the Danger Room – if you've been paying attention in comic classes or have been sucked in by the Saturday morning 'toons, you'll know all about this place and how it allows each mutant to exercise their, well, disgustingly handy mutation. The Danger Room featured in *Children Of The Atom* is more of a place to get used to the aerial attacks and defenses (which are very impressive when pulled off) that you'll need if you're to get through the game. One of its features, you see, is the way in which the screen scrolls upwards with a jumping character, so if you can land an attack on the opposition from mid-air, it's going to be rather beneficial (and it's certainly going to help if you can get in some practice of the buggers). As you'd expect, both players cannot appear together on-screen if one is performing a 'Super Jump', so the 'camera' concentrates on the highest character, with the other player being indicated by an arrow.

Another helpful inclusion is the feature which allows you to choose if your character should be blessed with a protective shield or not. If so, once in the sticky heat of battle, move your fighter into a defensive method of fighting and he/she/it won't be the unfortunate receiver of damage (it only works in the first match and there's a greatly reduced choice of attack combinations on offer though, so don't get complacent). As in all the former beat-em-ups from Capcom, there's a healthy provision for combos and complex attacking strategies for all the family. Unsurprisingly,



screen. Nothing unusual in that, you might say, but each time the character actually receives damage, it's possible to see the face grimace (and the portrait turn on itself when the character is being attacked). This is actually a better indication than the life gauge of how your hero is doing ...

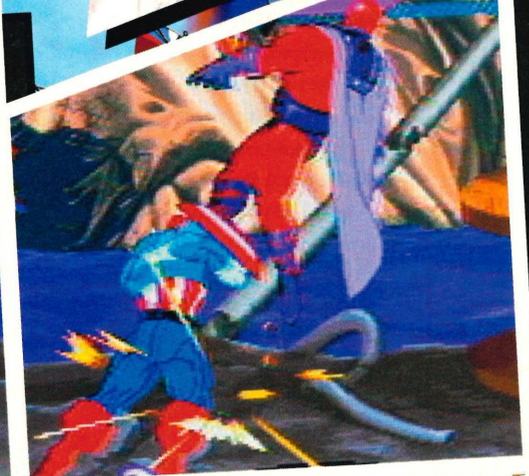
there's also a great deal of importance placed on projectiles. Once your hero has fired one, you can guide it using the joystick/D-pad to hit any part of your opponent.

There are also a cheekful of – although not essential – nevertheless entertaining features (and surely this is what it's all about?). When a character has been knocked down to the ground it's possible to grab them and throw them into the background – highly amusing. Each hero also has their portrait lovingly placed at the top of the

Children Of The Atom is certainly dragging the superhero licence kicking and screaming like a small child being led into a wallpaper shop into the very real, very demanding 32-bit playground. Yes, it's a beat-em-up, and a traditional two dimensional one at that (What no polygons? The very cheek of it, eh?). To criticise it for being yet another beat-em-up featuring superheroes (albeit a non-scrolling one) would be naive, to say the least. At least this time some thought has been invested in the mechanics of the game, rather than slapping an expensive licence into a deeply retro, indistinguishable punch'n'platform-em-up (*Wolverine* on the SNES, anybody? Yuk!).

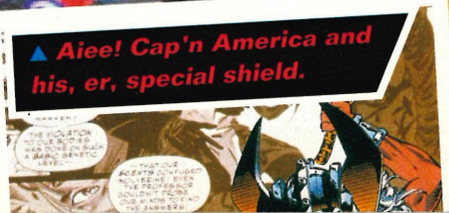
Capcom have clearly realised the potential there is in combining their slick game engine with the Marvel heroes, by going one step further in the arcades (and, presumably, for the home in a few months' time). *Marvel Super Heroes*, the latest one-on-one beat-em-up in their CPS-2 System series, features some of Marvel's greatest characters, including Spiderman, Ironman, Magneto, Hulk, Captain America, Wolverine and Blackheart, each with their own unique personal abilities true to the nature of the Marvel comic book series. This graphically lush little number features a number of improvements over *Children Of The Atom*, including a Life-Recovery element and the new Gem Ability which, when obtained, will allow you to execute six additional super moves: Power, Soul, Time, Mind, Space and Reality. The opportunity to grab hold of some of the most important superheroes ever (!?!) and slog it out with some of the most charismatic villains is not an opportunity to pass up (and neither, one would assume on the strength of the *X-Men* conversion, would Acclaim).

The Japanese, although having a fondness for all things western, do have their own superheroes. Ultraman, for example, is a phenomena. The rubber-suited wonder has a massive merchandise following, his own TV show, films... he's a big 'un. He also has his own 3DO game, but it's a horrible little thing at that – all rigidly unplayable beat-em-up action and grainy FMV. But



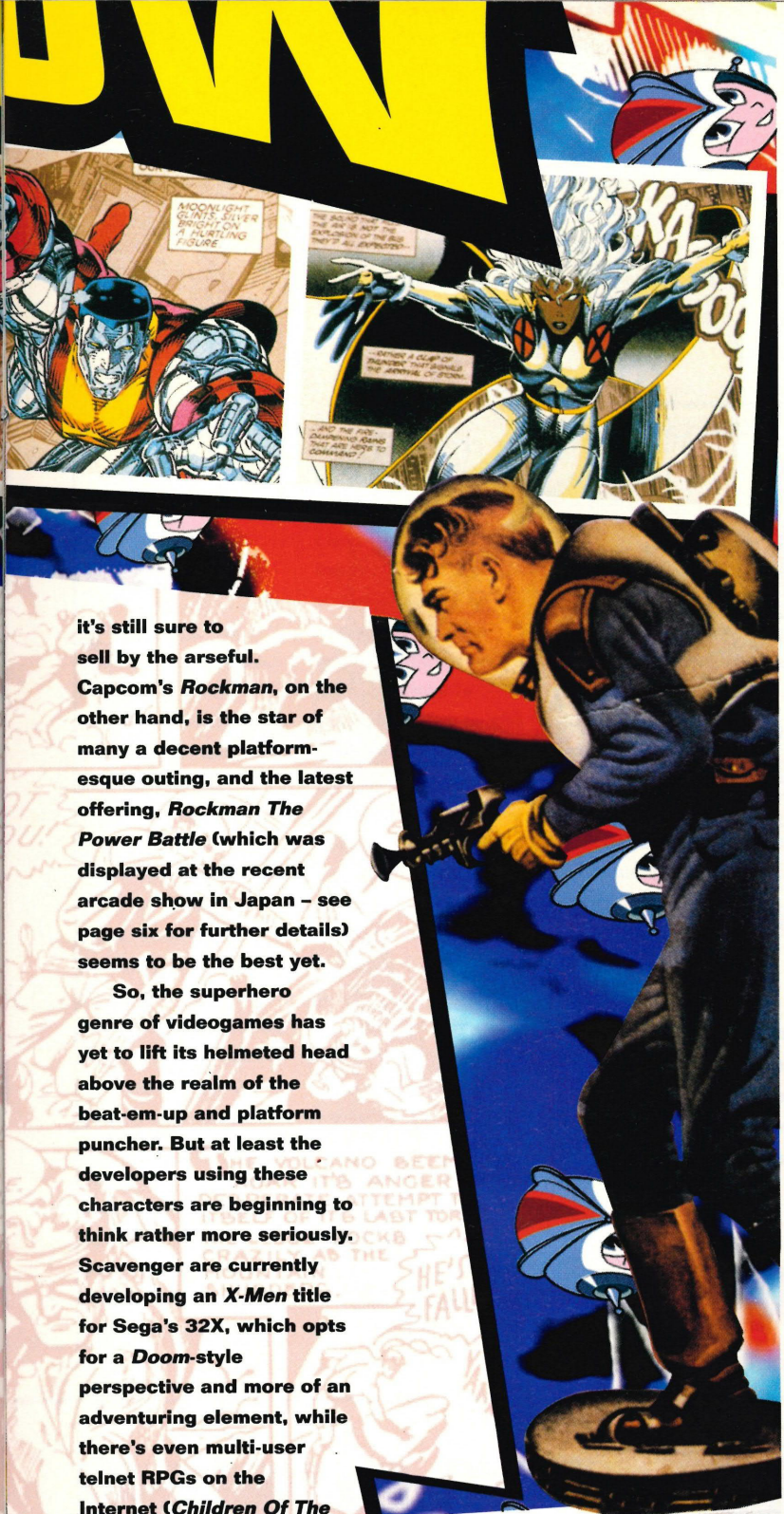
▲ *Ker-thwack!* Marvel Super Heroes – *give it to us!*

▲ *Aiee! Cap'n America and his, er, special shield.*



it's still sure to sell by the arseful. Capcom's *Rockman*, on the other hand, is the star of many a decent platform-esque outing, and the latest offering, *Rockman The Power Battle* (which was displayed at the recent arcade show in Japan – see page six for further details) seems to be the best yet.

So, the superhero genre of videogames has yet to lift its helmeted head above the realm of the beat-em-up and platform puncher. But at least the developers using these characters are beginning to think rather more seriously. Scavenger are currently developing an *X-Men* title for Sega's 32X, which opts for a *Doom*-style perspective and more of an adventuring element, while there's even multi-user telnet RPGs on the Internet (*Children Of The Atom*, *MUSH The Uncanny X-MUSH etc*). Things are starting to pick up in superhero land. Super, smashing, lovely, great... Etc.



◀ Zoink! Be Hulk! But what of David Banner, eh? EH?

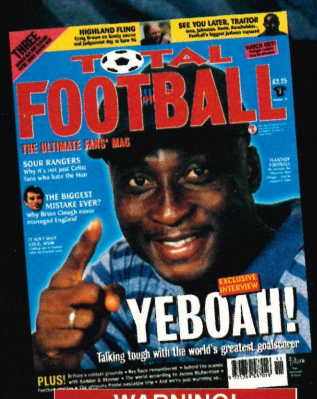
TONY YEBOAH

CAN COUNT THE NUMBER OF FOOTBALL MAGAZINES WHICH HAVE AN

EXCLUSIVE INTERVIEW

WITH HIM THIS MONTH ON THE FINGERS OF ONE HAND:

ROB SCOTT



WARNING! This mag contains naughty words!

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Compact Discs – where would we be without them? Stuffed listening to twangy old tape and dust-kissing vinyl, that's where. And game systems which use them as a storage medium? Where are they taking us? Are bands really getting involved? Is in-game music *growing up*? Read on...

B
VARIOUS ARTISTS
N.R.: ☐YES ☐NO
B:

Shut up. Be quiet. Listen. Polygons are rubbish. Texture-mapping's all well and good and everything, and you can just about put up with a bit of dodgy light-sourcing. But hey, didn't your gran always tell you that looks aren't important? It's what you've got to say that matters, and that doesn't ring more true than in the seedy, bleepy, truly funky, fun-filled world of videogames.

The CD systems have arrived, bringing with them an earful of sampled sounds and crystal clear music. More importantly, the music industry is beginning to take our videogame world seriously and is actually trying to get their bands in on game soundtracks.

CD is the ideal storage medium for game data and the ideal playback medium for sound. In-game music no longer has to consist of a cacophony of tinny, bleeping 'melodies' and gritty voice samples. And the fact that games come on CD means that you can slap them into your stereo and listen to the game tracks themselves.

Although it's not the first title to use 'real' bands and songs to accentuate the action, the one game that has brought this to a head is Sony Interactive's *Wipeout*. Packed with street credible bands and unashamedly listenable supporting tracks it has surely kicked the life back into what was beginning to become a flagging area of development. As Glenn O'Connell, Sony Interactive's Public Relations Manager informs Ultimate, things haven't always been so trippy...

'The music industry has dipped its toes into the games market once or twice before, and it has to be said there was limited success for both parties involved. But not content with simply emulating others who had followed before, we decided that with *Wipeout* being one of our first generation PlayStation games we'd have to approach it in a slightly different manner. We targeted Orbital as one of a select group of bands we thought would be most suitable for the style of game we were developing. Orbital decided to go into the studio and record a specific track for the game itself – previewed at Glastonbury '95.'

But they didn't just stop there, as Sony Interactive pushed for Leftfield and the Chemical Brothers who were on their original list of 'cooler bands'. 'They both decided to submit tracks they'd recorded before, but were very popular within the club circuit and, as such, would give further strength to the actual game's credibility,' says Glenn. 'So, by then we had three tracks from three very high profile media artists to compliment the in-house tracks by an artist called Tim Wright who goes under the Cold Storage name.'

Music, despite a lifetime of 'pigeon holing' is beginning to open up, and even game tracks are beginning to be accepted as 'listenable' music in their own right. Glenn explains how Sony Interactive are getting involved with this renaissance: 'Another thing we did while looking at getting bands involved was contact Sony Music with an idea of doing a compilation album based on the concept of *Wipeout*. It was not something they had done before with the games section of the company, so it was a

Wipeout: the game...

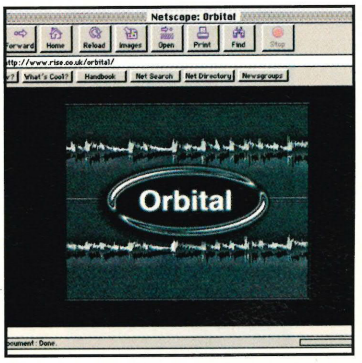
A phenomenal game that compresses programming, design and music genius into one very black PlayStation disc. Top tracks and difficult tracks...

The Chemical Brothers...

Growing like a very popular thing indeed, getting hold of a tune from these fellas is a bit of a scoop for Sony Interactive. But what about *Wipeout 2*?

Orbital...

The ambient-techno outfit that your dad can't jive to were the first band Sony Interactive signed up for *Wipeout*. And the song debuted at Glastonbury!



Orbital (remix)...

Discover Orbital. Get some Internet access and enter: http://www.rise.co.uk/orbital/ as your address. There are also plenty of unofficial sites...

real challenge to see whether they could pull it off.

'There is a synergy within Sony to exploit the different divisions of the parent group and our *Wipeout* suggestion was just what they were waiting for. What we've done is actually license the three in-game tracks (Orbital, Leftfield and The Chemical Brothers) for the album and added equally high profile bands like The Prodigy and New Order to it. The finished product is a very strong album. And to round the whole thing off in the same context we commissioned The Designers Republic (who, among other things, did the recent *Pulp* single sleeve) to do the front artwork for the album and game packaging.'

But the hi-tech world of the videogame doesn't have to be matched by hi-tech, electronic based soundtracks. For one thing, you have to correctly match the music to the concept of the game, so *Wipeout* went for a futuristic, high energy feel and pulled it off remarkably well. On the other hand, you have to know exactly who your 'target audience' is to prevent alienating them from the game underneath. Take EA's *Road Rash* on the 3DO (and soon-to-be PlayStation), for example. It's a hard-core game, packed with motorbikes, greasers and the 'odd' spot of violent riding. And the developers/publishers sensibly opted for rock bands to provide songs (Therapy?, Soundgarden etc), each of which could be accessed and heard through an option in the game. It may not get all of us kicking, but it certainly fitted the style of game. The same can be said of many titles: long-time goth rockers Alien Sex Fiend were recruited to record the soundtrack for *Inferno*, furry old Rick Wakeman helped with *Microcosm* and recently, Mike Edwards from Jesus Jones lent his tuneful fingers and ears to Domark's *Flying Nightmares* on the PC and 3DO.

Software companies aren't just restricting themselves to 'safe bets', however. Game soundtracks can help add credibility to new ideas. Take American Laser Games. Their division devoted to producing games specifically for women, Her Interactive, is currently producing their first title which gives you a chance to get a preview of high school life: friends, dating, part-time job, family... all essential things, right? They've recruited the talents of the Strawberry Zots to provide the game theme song, *And You Drive Your Pretty Car*, from their album *Forever Friends*. They've already released two albums and five singles in the US alone. Good going!

One thing's for sure – music publisher's are beginning to see the games industry as an ideal way to get their bands' music heard, which explains the deluge of interactive music CD ROMs hitting the shelves. And vice versa, videogame publishers can see the benefits of releasing CDs of game music (Philips opted to package the *Burn: Cycle* audio CD along with the game). The boundaries are becoming blurred as the systems and TVs become more advanced, contributing to what Glenn from Sony Interactive puts it, 'getting the music industry interested in what was once perceived as a dirty word – videogames.' Wise words, mate!

Pop Will Eat Itself...

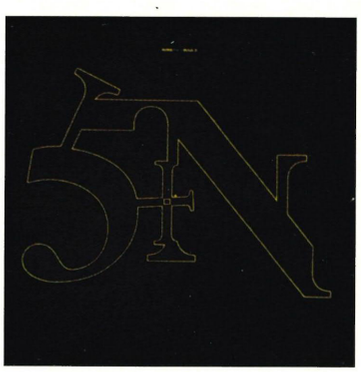
The two tracks that the Poppies provided for Gremlin Interactive's *Loaded* are taken from their *Dos Dedos Mis Amigos* album. Bloody ace, too.

Skinny Puppy...

Marcus, the editor's, favourite band. They don't 'do' game music, but an offshoot, Download, have done an Atari Jaguar ad in the US...

Soundgarden...

Road Rash wouldn't be the same without a drop of Soundgarden. Their Internet site is worth a visit: http://Rocktropolis.com/Soundgarden/index.html.



Nine Inch Nails...

Brad, the art editor's favourite band. They're getting involved with the soundtrack to PC and Ultra 64 game *Quake*, from the *Doom*-bods at id.

GAMEplay

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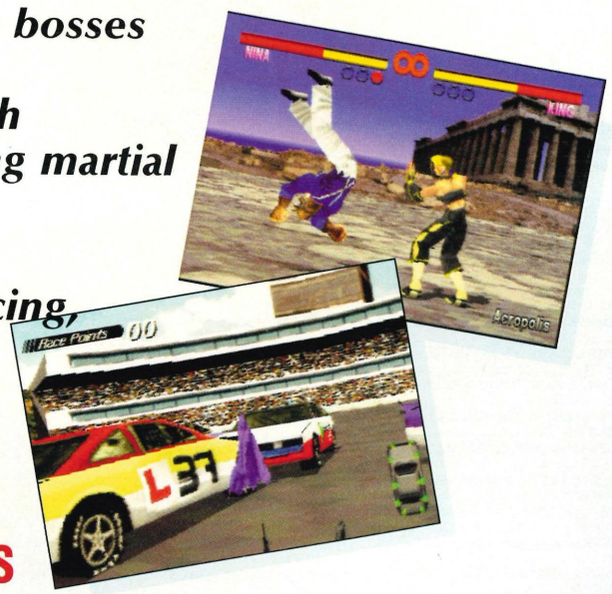

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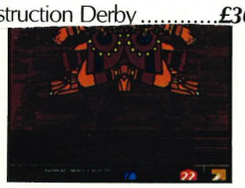

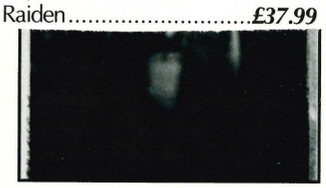

Pop Will Eat Itself...

The two tracks that the Poppies provided for Gremlin Interactive's *Loaded* are taken from their *Dos Dedos Mis Amigos* album. Bloody ace, too.

Skinny Puppy...

Marcus, the editor's, favourite band. They don't 'do' game music, but an offshoot, Download, have done an Atari Jaguar ad in the US...

Soundgarden...

***Road Rash* wouldn't be the same without a drop of Soundgarden. Their Internet site is worth a visit: http://Rocktropolis.com/Soundgarden/index.html.**

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Intera

Adverti

Daniel Bobroff specialises in interactive advertising.

Who is Daniel Bobroff and what is interactive advertising?

Welcome to our story...

Daniel Bobroff is a self-confessed videogame freak. Always has been, always will be. He's been playing games all his life, from the early days of arcade *Pong* to the more advanced, yet equally pear-shaped heyday of the Commodore 64 and Amiga. It was then that he stopped, stepped away from his life and took a look inside – surely there was some way to make pots of loot from this obsession? That's when it hit him, and Daniel was transformed from an everyday game freak into a 30 year old entrepreneur with his very own company, which, incidentally, has a turnover in excess of £1million per year. Not bad!

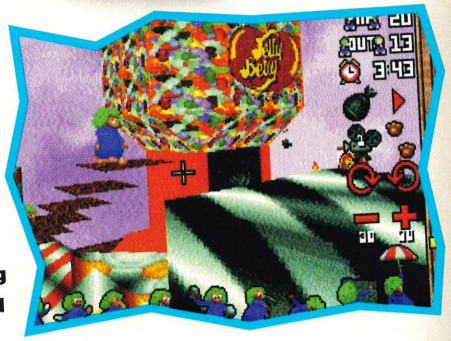
Bobroff set up Microtime Media in 1990 to specialise in interactive advertising, or, as it's more commonly known – product placement (why is it labelled 'interactive' if it's just products and logos passively placed in games? Because videogames are an interactive medium – dummy). Bobroff believed that games present an invaluable medium with which to promote products and good god was he right!? So far he's worked with some of the biggest companies in the business, including Coke, Pepsi, Adidas, Midland Bank, McVities and Avirex. The money's rolling in and the proportion of games carrying ads increases monthly.

Sounds like a perfectly good money making idea, but as always there are two sides to the story. Many believe that this type of advertising is somehow sinister. Because the viewer/player has no choice but to watch these products fly by – be it in a racing game,

ctive ising?

platformer or sim game – and does not have the option to change channels or hit the fast-forward button, some feel that it almost qualifies as subliminal advertising (a practice banned in the UK since the early '70s). Hardened game fans also believe that the placement of ads in games is a needless sell-out by game developers. Bobroff counters these fears in his belief that consumers benefit from lower prices and improved graphics which are only made possible by the advertiser's money. In fact Microtime have a panel of around 2,000 teenages who monitor and approve what the company does and have no ethical problem whatsoever with ads in games.

From an advertiser's perspective, games present an invaluable way of catching consumers young and persuading them to remain brand loyal throughout their lives. Take banking giants Midland (a sector that is notoriously brand loyal). In the PC version of *Theme Park* Midland liaised with Microtime to place TV ads in the opening sequence. And it didn't end there, logos for 'Livecash' (their youth banking service) appear throughout the game and are particularly unavoidable in the end of year progress reports, presented in the form of Midland statements.



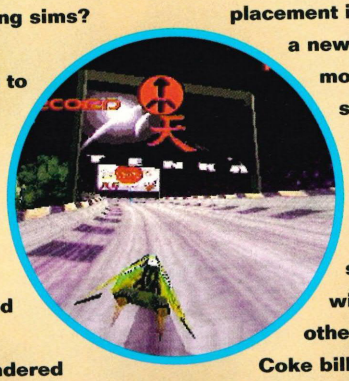
▲ *3D Lemmings* are fuelled in their mindless ways by Jelly Belly. Is that a good image?

Ads

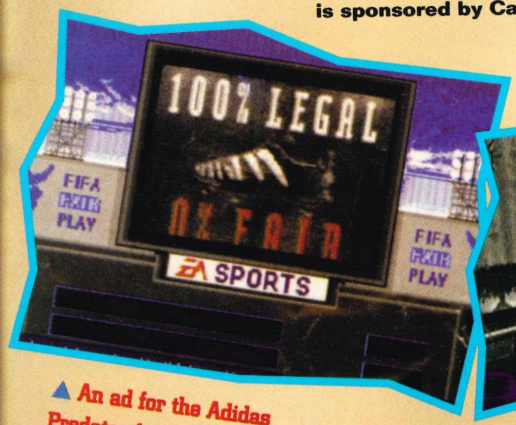
So is this a new advertising medium? Is there a big future for in-game ads? We asked our source (who wishes to remain anonymous) at top London-based advertising agency WCRS. He told us, 'In-game advertising is certainly a medium to watch out for. We've been monitoring the market for a while now and feel that more research is needed on the effectiveness of this medium. It does seem inevitable though.'

So, just how widespread is interactive advertising at the moment? So far Bobroff has worked on over 100 campaigns ranging from Penguin biscuits in *Robocod* to a full FMV ad for the Adidas Predator football boot in the 3DO version of *FIFA International Soccer*. Other examples include: *Biker Mice From Mars* on the SNES which adversely used Snickers as its sponsor rather than the more obvious Mars, the recent PlayStation/PC release *3D Lemmings* which features branding for US jelly bean giant Jelly Belly and the soon-to-be-released *Actua Soccer* on the PC and PlayStation which is sponsored by Cadburys.

In-game ads have been most prominent in driving sims to date, although most of these ads have been of the in-house variety. Why driving sims? Well, often it's a cosmetic solution to slow updating. Stick in a massive billboard and you can hide the background, removing the need for complicated scenery to be rendered any sooner than is absolutely necessary. *Stunt Race FX* on the SNES contains billboards for many of Nintendo's own games, including *Mario*, *Kirby* and *Starfox*. *Ridge Racer* also contains billboards for other Namco games, including *Cybersled* and retro classic *Galaxian* while *Wipeout* producers planned to have billboards for Polaroid on all tracks, but when that fell through opted instead for upcoming in-house games such as *Krazy Ivan* and the RPG, *Tenka*.



Of course, product placement is by no means a new idea. Major movies have been subsidised by it for years. It was most prominent in the '80s. *Blade Runner* started the trend with, amongst others, Atari and Coke billboards displayed prominently around futuristic Los Angeles. This practice was taken to the limit in '86 when Pepsi were rumoured to have paid more than $1million to have their logo emblazoned on the side of Sylvester Stallone's truck in the ill-fated arm-wrestling flick, *Over The Top*. This made multi-nationals pause for thought, they suddenly twigged that brand awareness is one thing, but if the movie is universally hated, some of that may rub off on their product. Could the same happen in games? Daniel Bobroff thinks not: 'So far we've been involved with 25 number ones, we've had a title in the top ten every month for



▲ An ad for the Adidas Predator footy boot in *FIFA* on the PC and Mega CD.

▲ Would this make you open up a Midland 'Livecash' account?

the last five years... which stems from the fact we started off as games players... I'd like to think that we're as knowledgeable as yourselves... we work with a game from its early development so we know if it's going to be any good or not.'

The only question that remains is can *any* product appear in *any* game? Again Bobroff has the answers: 'No I don't think any product could appear in any game, I could place any product in a game, but I wouldn't place a tampon ad in a flight sim or *Doom*. We don't need to hit below the belt... why shoot for level one when you can go all the way?'

We'd have to agree. In the '89 film, *Batman*, there is only one example of what has to be product placement. In an early scene set in Bruce Wayne's mansion, Bruce (Michael Keaton) pours Vicky Vale (Kim Basinger) a glass of Le Piat d'or. What's wrong with that you ask? Well, Bruce is multi-millionaire, if you were a millionaire would you serve up a bottle of plonk that costs less than a fiver? Exactly. Such blatant selling of inappropriate products could well backfire badly in videogames because if the player is made too conscious of the product it will no doubt start to annoy intensely.

The future looks unavoidable. Whether we like it or not, in-game ads are here to stay and will become more and more commonplace as competition hots up between the big-hitting ad agencies to grab a slice of Microtime's lucrative niche market. Does it really matter? Are we really impressionable enough to rush out and buy a can of Coke just because its logo appeared in *Wipeout 2*? It seems unlikely. As long as developers use this new found source of income to improve games and keep prices at a sensible level it can only be a good thing. Whatever you do, don't get brain-washed now!

▲ In-house game ads on the billboards. A wasted opportunity?

Ultimate Future Games

Section 3

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Zoop
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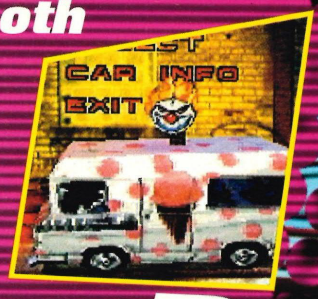
Motor Mayhem

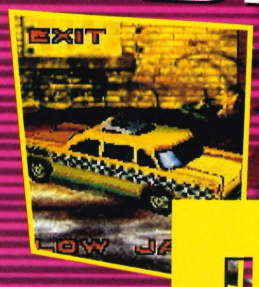
Sweet Tooth

This man is not nice. Remember the child-catcher? Well this is him, either way. A nice sway when turning, a spooky cackle and missiles.



Yellow Jacket

The ride from hell. 10p for every bit of luggage, a scary man at the wheel, medium handling and some guns. Better give a tip then.

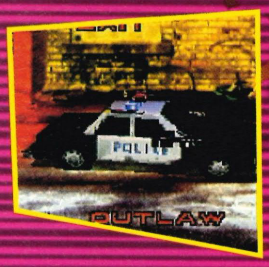


Darkside

Okay, a large vehicle, good in the collision, carrying the odd missile and jet-black to boot. Gert good air-horn too, mind.

Outlaw

Whether he's cleaning up the streets or just arsing about, his electro-charge is a bit of laugh.



Thumper

Pimpish, although unmanouverable. If beaten you could always shrug and go, 'Huh?' like Elvis and that.

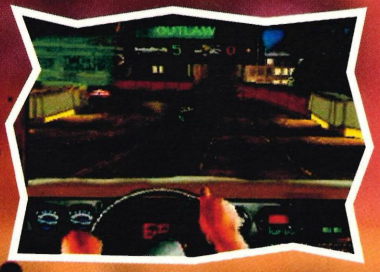
◀ Spectre zooms down the road, looking for action and that.

Broken bones, Shatte Twiste

▲ This is what happens when things go badly. You die in flames.

Yeah, *Destruction Derby*'s a good laugh and all that, with plenty of malicious collisions, debris and more totalled wrecks lying around than is wise, but you can't help thinking, where's my gun? If I'm serious about taking these people out why haven't I been issued with some guided missiles? Where in fact, is my fully customised, gun-metal grey roof-racked, missile launching, turbo-charged, all jumping, all-skidding DEATH MACHINE?

Oh there it is, in *Twisted Metal*, along with a psychopathic clown's heavily armed ice-cream van, a couple of tooled-up sports cars, a not entirely defenceless beach-buggy, a surprisingly resilient and threatening motor bike, with missiles instead of stabilisers and a mad copper who's sorted himself out with a locally active electrical charge field. That's alright then. *Twisted Metal* is a sort of cross between: *Destruction Derby* without any pretence at racing, *Doom* with engines and *Quarantine* without those oh so tedious fares.

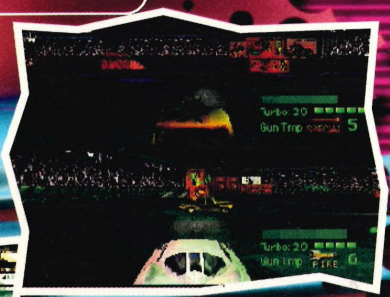


▲ Driving around, killing people, what more could you want? Lots.

BITS

You may want to quibble that there's some mind-bending polygon wrapping and it's often hard to spot enemies at a distance. But why spend valuable time whinging when you could be shooting chunks in two-player split-screen mode? Up 'til now Next Gen games have been lucky to have a link-up option but *Twisted Metal* is more than happy to divide the screen.

▶ The split-screen option really does work – no slow-down or anyfink! Lovely, lovely.



▼ Viper starts off at the Warehouse District, looking for the chance to use her jelly splat.

red limbs, d Metal

It takes all the good bits from each – the hiding round corners (or ebbing ambushed) from *Doom*, the sheer petro-chemical gun-platform madness of *Quarantine*, minus the tedious fares and, naturally, the speed and some of the car dynamics of *Destruction*. Obviously, *Destruction Derby* with guns will be the first thing to pass through everyone's minds, partly because the first 'course' is a round arena affair, albeit with ramps and obstacles. This is very *Destruction*, but progress to the next levels and you'll find something else in each. A network of tunnels, a riverside city, you name it. Each battle chucks in more opponents and more corners to power-slide round. One thing that is certain is that time is not an issue and you can go any which way you fancy. No rules, no restrictions, just acres and acres of wrap-around opponents, skyscrapers, foolishly under-protected snipers and, naturally, plenty of heavy duty weaponry power-ups. Oh, it's great, we want to snog it.

It's notas polished as some PlayStation games and that's simply cosmetic. It's easy to pick-up and fun, fun, fun, fun, fuuun!

▼ Don't hesitate, buy *Twisted Metal* now you damned fools!

Ultimately

Head-on

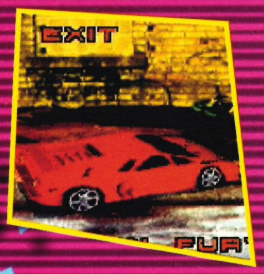
89%

- ⊕ Violent two-player fun
- ⊖ Jitter music

Machine: ....PlayStation
Publisher: ....Sony
Developer: ....Single Trac
Price: £50
Road Kills: ....Thousands

UK

Crimson

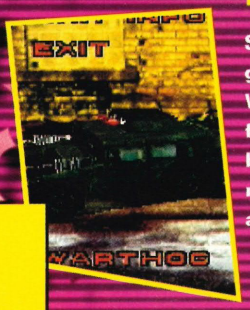


Red Wotsit fancies himself, of that there is no doubt. Sadly, thanks to a crappy special weapon his self delusions should be cut short. Bless him.

Pit Viper

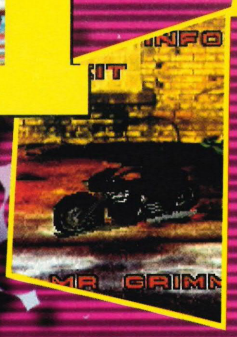
Very manouverable, light on its wheels and boasting a splatty special weapon, this beach buggy is next to useless, believe us.

Warthog



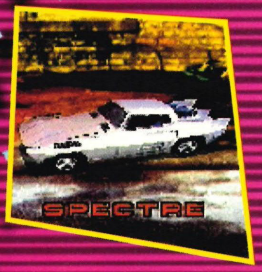
Slow, unattractive... green. What's the Warthog got going for him? A huge battery of tri-guided missile-launchers and a load of armour.

Mr Grimm



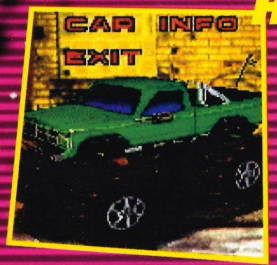
Mr Grimm, very quick off the mark, turns on a ha'penny and is reasonably armed. Superb balance too. Well done. WELL done.

Spectre



Spectre has a '60-styled motor with fins and everything. Slightly out of his depth at this level though, it has to be said.

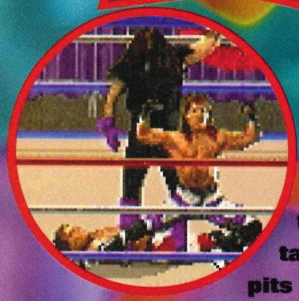
Hammerhead



A very sad man who believes that big tyres equal style. This man, to cut a long story short, is American. Slow, rubbery and generally useless.

Does WWF Stand for Willy

▼ Razor Ramon's Superman impression, that's not Teri Hatcher though.

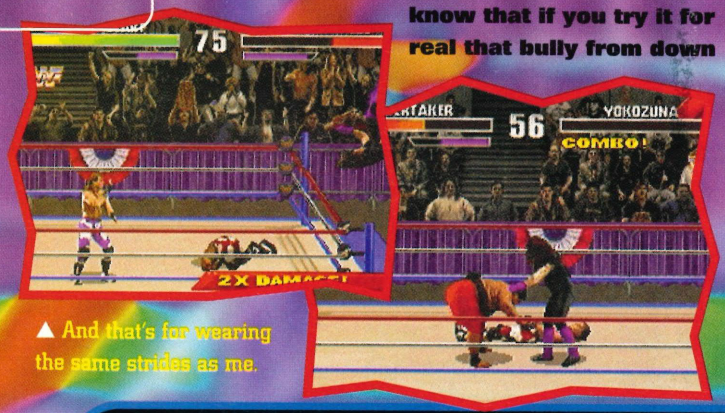


If the thought of grabbing someone by the small and painfuls, lifting them up and slamming their faces into your tag-team partner's armpits turns you on, but you know that if you try it for real that bully from down the road will rearrange your facial features so that you resemble a bulldog that's been chewing a wasp – then this could well be the game for you. It's got proper people fighting (well as proper as those over-steroided chappies from the WWF can be) unlike all those fantasy fighting games where you play some unreal monster fighting another demon from hell.

Wrestlemania is the first wrestling game to turn its back on the conventional moves that are fun for a few minutes but get boring after a while and shake the hand of *Mortal Kombat* style moves. Outrageous projectiles, throws and even foreign object lobbage (e.g. gravestones, ghosts, razors and salt) on your opponents is much more fun than the usual punch, kick, throw combinations.

Wrestlemania also does away with the camp cartoon characterisations of the old style wrestling games and adopts digitised character. Coin-op manufacturers Williams spent ages using the latest blue screen filming techniques on real wrestlers to get the graphics as good as possible. Beats 16 colour sprites any day.

On the gameplay side this new version is as distant from



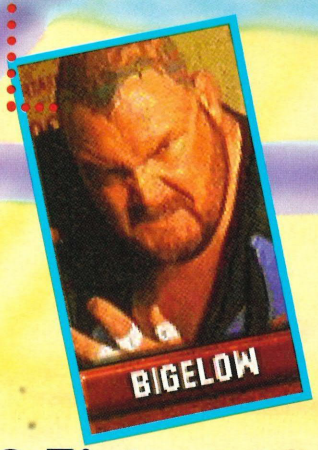
▲ And that's for wearing the same strides as me.

BITS

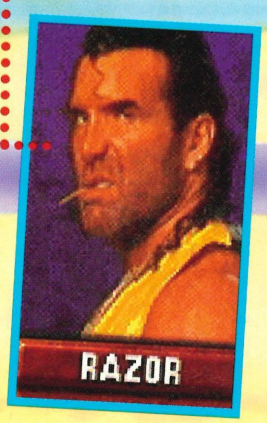
WWF *Wrestlemania* will be the first wrestling game to actually contain wrestlers who are still in the WWF. Normally just before a game is released there is a mass defection of wrestlers and the games are automatically out of date. With *WWF Wrestlemania*, only Lex Luger has left since the game was finished so it might actually be up to date on release.

MY DAD CAN HAVE YOUR DAD

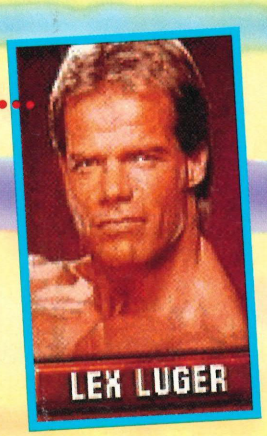
First The Flintstones, now the WWF.



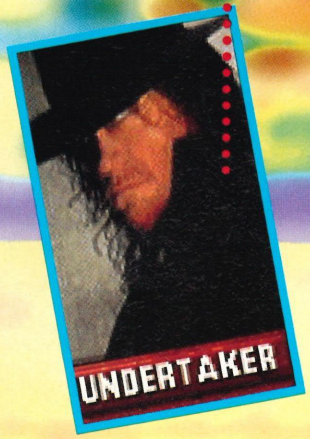
So impressed, he beat up Victor Kiam.



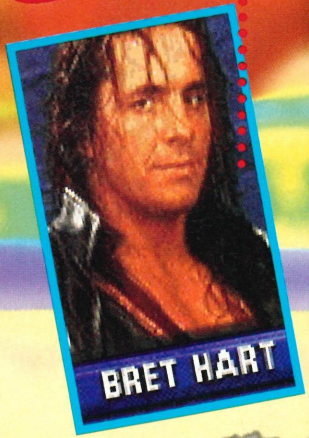
Oh, I bet his mum is real proud of him.



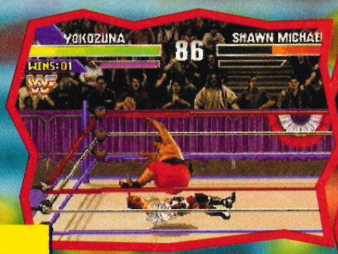
Real name Mark. Not quite as tough.

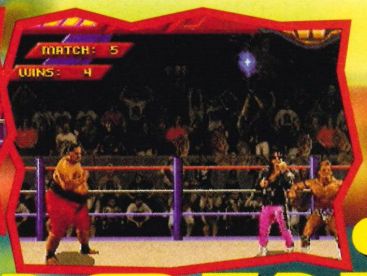


Tries to prove that wearing pink is tough.



The characters can swing on the power-gauge?





Wrestlemania

Wonker's Factory Wrestling?

the old wrestling games as OJ Simpson is from winning the Man Of The Year award from the American Society Of Women. The first thing you'll notice is the speed. The whole game is played at a pace that even Linford Christie would find awe inspiring. The characters race around and all the moves are performed at a phenomenal rate. This means that if you're a novice you still stand a chance by smashing away at buttons – you'll find yourself performing moves before you know it!

The special moves are all accessed through *MK* and *Street Fighter* style joypad/button combos.

Speaking of combos, every character can combine moves to pull off some awesome attacks. Up to 30 hit combos are possible and they're pretty damned impressive to watch. It's just as well there are so many special moves and combos because after your first couple of confidence-building fights this sucker turns tough. As if one opponent wasn't enough, after three fights you have to take on two opponents. That's tough enough, but the programmers seem to think that it isn't enough. Beat two lots of two opponents and you have a foursome with three guys who would like nothing better than to remove vital parts of your anatomy.

So, a well-hard wrestling game that's the first to try and cross over into the mainstream of fighting games and take on the likes of *Mortal Kombat 3*, *Tekken* and *Virtua Fighter*. While it rules its own genre with ease, it lacks the subtlety of *Street Fighter* and the street cred of *Mortal Kombat*. *WWF Wrestlemania* is a great wrestling game and fans of the, er, sport, will rave over it. Even if you're just a fighting game fan though, it's well worth getting, to play while you're waiting for *Tekken 2*. Give it a whirl.

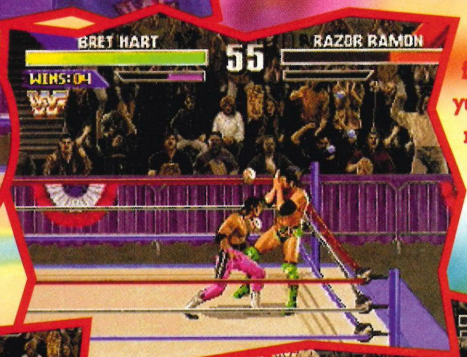
Ultimately

Bruising — **84%**

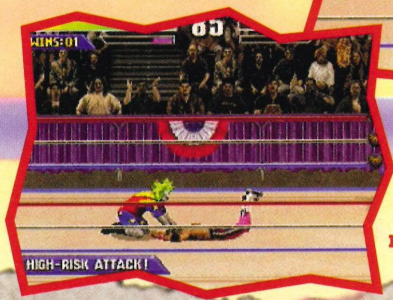
- ⊕ Loads of moves and fast
- ⊖ Needs more characters

Machine: PlayStation
Publisher: Acclaim
Developer: Sculptured
Price: £45
Players: 2

UK



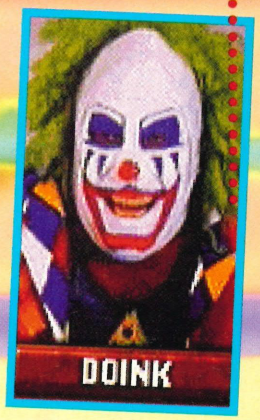
◀ Forget your face, cover your plums mate. What is he thinking of? Oh yeah, it's not real.



◀ Doink gives a great shoulder massage.

Real name Michael Hikklebottom.

Is this weird bozo bothering you, huh?

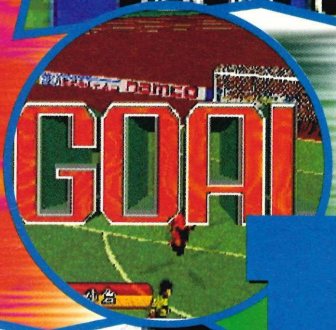


▶ Mamabono, the Mexican import summons his Inca forefathers.

The bizarre cut screen, above right, comes up occasionally, and is a mad old thing.

BITS

Sadly for Next [illegible] **console owners**, the best footy games still reside in the 16-bit machines, and the quality gameplay Konami's *ISS Deluxe* on the SNES knocks spots off of any polygon-rich, technically superior Next Gen effort



Prime excellent or

Football logic dictates that for every Liverpool, there's a Leyton Orient and for every Man Utd there's a Macclesfield. Meet *Prime Goal*, Exeter City to *Winning Eleven*'s unspectacular but clearly superior QPR.

It all starts promisingly enough, with plenty of the all-singing all-dancing intro screens and manic shouting we've come to know and love, sort of. The commentator, who's kind enough to introduce himself as Dave, sounds suspiciously like the over-excitable chap from *Ridge Racer* and he's as nauseously enthusiastic as his luckier peer. A couple of baffling menus later however and he's already bailed out. Once all the familiar J-league logos have done their spinny thing he's no-where to be heard, the world's first silent commentator. Very wise Dave, association with this sort of game could end a promising player irritating career.

From the kick-off it's just NOT RIGHT. Instead of a pass either reaching a player or being intercepted, which is the usual way of doing things, balls can fall short or, if hit with too much pace, go either side of your player. Now this sounds like quite an interesting way of doing things and could have separated the silkier players from the veteran button hit and hopers but for two things. The reluctance of your players to break out of their strolling work-rate means that it's infuriatingly difficult and, well, boring to fetch the ball when it doesn't reach feet. And that's if the computer decides to make the pass receiver controllable. At times the automatic player selection verges on the surreal, with any one of your players just as likely to have the glowing

Japan, as you may or may not know is the front runner in the race to stage the 2002 World Cup. FIFA, ever anxious to open new markets to the beautiful game is keen for an Asian tournament but the Japanese may have to come up with an answer to S.Korea's subtle ploy of pledging the profits, which should be huge, to the organisations that actually vote on it.

BITS

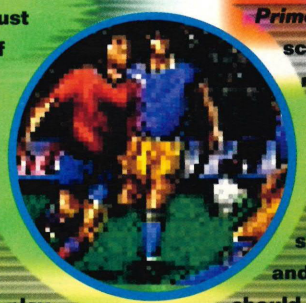
◀ The keeper does his high-stepping ball collection routine.

▲ The stadium's absolutely stuffed with bits of coloured paper.

◀ Know these logos yet? Don't worry, you will.

Goal Ex excrement?

ring of responsibility thrust upon them, regardless of the position of the ball or direction of play. You can switch between players, naturally, but even then the computer will often choose an alternative player, just as far off the play as before. Great. Considering the PlayStation's awesome power it would have been nice if some of its silicon matter could have been applied to sorting this classically crap gameplay flaw out – it's hardly the first footy game, now is it? It's hard to see what else it's doing.



Prime Goal opts for scaled sprites rather than the trickier but more fashionable sausage or shoe box men and as a result should deliver a nippier experience than the complex choreography of its peers, surely. But no. The criminally sluggish players which besides anything else look awfully pixellated, have very little versatility or credibility. In fact, as far as we can tell they either run, do one sliding tackle or, occasionally, but rarely near the ball, they opt for a single jack-knife header. *FIFA* was doing this sort of thing and lots more besides on the Mega Drive before anybody had heard of the PlayStation and the SNES now boasts *International Superstar Soccer Deluxe*, a game that would give *Prime Goal* a 5-0 hammering without breaking into a sweat.

The one bright spot is the shooting, which really deserves a place in a better game. So many footy games find it hard to emulate the kind of rising shot that we all know and love that it's a real shock to find such a pacey effort in a game as lifeless as *Prime Goal*. Sadly this is the only change of pace that the game offers and it's just not enough. *Prime Goal* is the worst footy game to appear so far and it'll be a sad day when a worse one raises its mug.

Ultimately

Donkey

55%

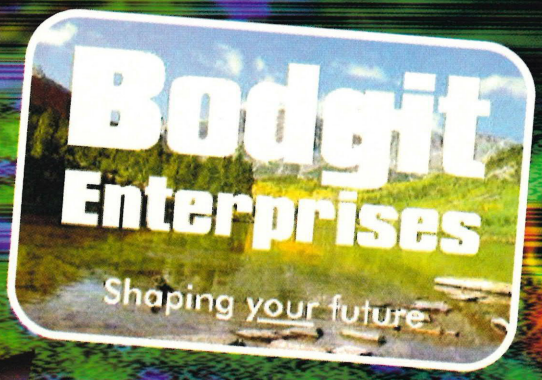
- ⊕ Dave shuts up
- ⊖ Slovenly players

Machine: ..... PlayStation
Publisher: ..... Namco
Developer: ..... In-house
Price: £50
NegCon: ..... Compatible

JAP

Ironic Ads

We've already established that the game's a load of old cobblers, but as well as trying to pass this old nonsense off as some futuristic sport, the developers have even lovingly created futuristic advertisements as well. Presumably they thought these 'hilarious' additions would distract our attention from the gameplay.



Hmm, is this is also the company responsible for creating *Cyberspeed*? Actually no, it's just one of many fictitious companies that ply their wares in between levels. Just get a load of the comedy packed examples which follow...

Ah-haaaa, this is brilliant. A little fly appears, right? And then this, ho, ho, voice-over tells you to, hee-hee, get the Micro Midge, which is a little robot insect which kills other insects. Hoo, hoooo!

Wahey! The laughs come thick and fast with the flagrant use of a comedy slap-head trying out rocket-shoes. Mayhem ensues.

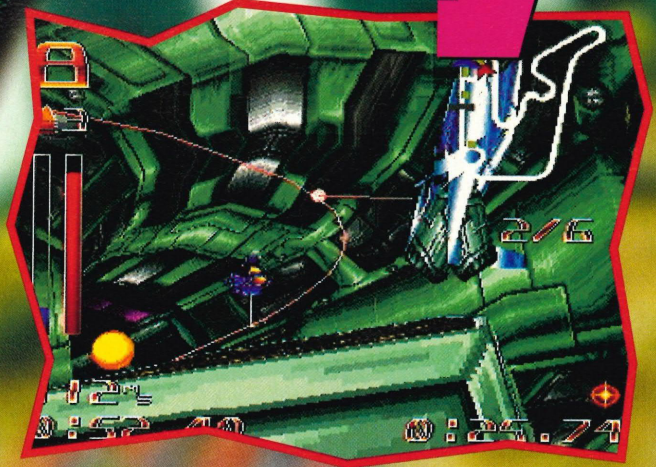
Oh our aching sides. In this novelty interlude you are persuaded to buy a genetic lab with which you create your own pets. Haaaa... oh hang on. It's not funny is it? In fact, it's pathetic.

We used to have this mate who was immensely thick. He didn't have much of a clue about anything really, but he reckoned he knew a thing or two about videogames. Anyway, his theory was that console games in particular were more complicated than they needed to be so with that in mind he decided to become a games designer. Anyway, he came up with a whole series of SSIB titles (So Simple It's Brilliant). First there was *SSIB Soccer*, a

▲▶▼ A ship, a steep hill, and a mess respectively. Let's move on...

Ever seen a

Cyb



BITS

Did you know that the world's first ever monorail race took place in a small town just north of... oh hang on, there's never been a monorail race has there? And we all know why don't we? Oh, yes. It's because it's a STUPID IDEA!!! *Cyberspeed* has no business being on the same machine as the likes of *Wipeout*. Where's the quality control? Oh, we're it.

footy game with one goal, no goalies and the kick off was taken from the penalty spot. Next came *SSIB Quest*. It was an RPG in which the hero went off to battle his way around a dozen huge worlds inhabited by countless demonic entities. Trouble was the player didn't control the hero, he played the housekeeper who had to feed the hero's goldfish while he was away. As soon as he'd finished that one he embarked upon *SSIB Kombat*, a gruesome fighting game with loads of vicious attacks and as soon as the first blow was landed a policeman would come on screen and break it up... and so on.

So imagine our surprise when we copped a look at *Cyberspeed* from Mindscape. Now we don't know if it's a coincidence, but it's just like our mate's *SSIB Racing*, a futuristic racing game in which, get a load of this, your vehicle runs along on a wire so you don't have to mess around with all that cumbersome steering and skidding-off malarkey.

We can only assume that the thinking behind this Scalextric on a console nonsense is that by sticking the vehicles on wires you can run the game at a mind-numbing speed and show off all your new 3D graphics routines. Well if that was the aim, mission accomplished. *Cyberspeed* really does shift at a cracking pace, but the price to be paid is a much reduced fun factor.

To be absolutely fair the developers have genuinely tried to do something different and shift the emphasis of driving skills from road to rail but somehow, in making this shift they've left us gamers feeling a bit short changed. Let us explain: Your vehicle runs on a wire from which it gets power. Using the joypad you can rotate the vehicle around the wire so that when you do approach an opponent from behind, you can fly an arc around him and pass – so in a sense there is steering. Also, when you go around a corner, centrifugal force makes your craft swing out. This stresses the wire and loses power so you slow down. To prevent this you push the joypad so that you steer into the corner thus compressing your wire and getting more power. The end result? A weird racer in which you still have to take the racing line to maintain speed as you would in real racing, but in which you're also restricted in movement by the wire so that when you are taking the racing line you're sort of banking the wrong way, but still, um, gaining speed even though, yes, no, oh hang on... Look, it's guff. We're all for originality, but not when it makes a nonsense of the type of game it's trying to be. What we're trying to say is that they've taken the race game formula and changed all the rules and laws so that you have to literally re-learn everything from scratch with the end result being, that's right, a race game. Frankly it's a waste of time. We had to play it lots to review it and come the end we were mildly enjoying the challenge presented by the opponents. But this was far outweighed by the rage we felt towards the ridiculous nature of the game.

Ultimately

Guff — **34%**

- ⊕ Very pretty
- ⊖ Stupid idea

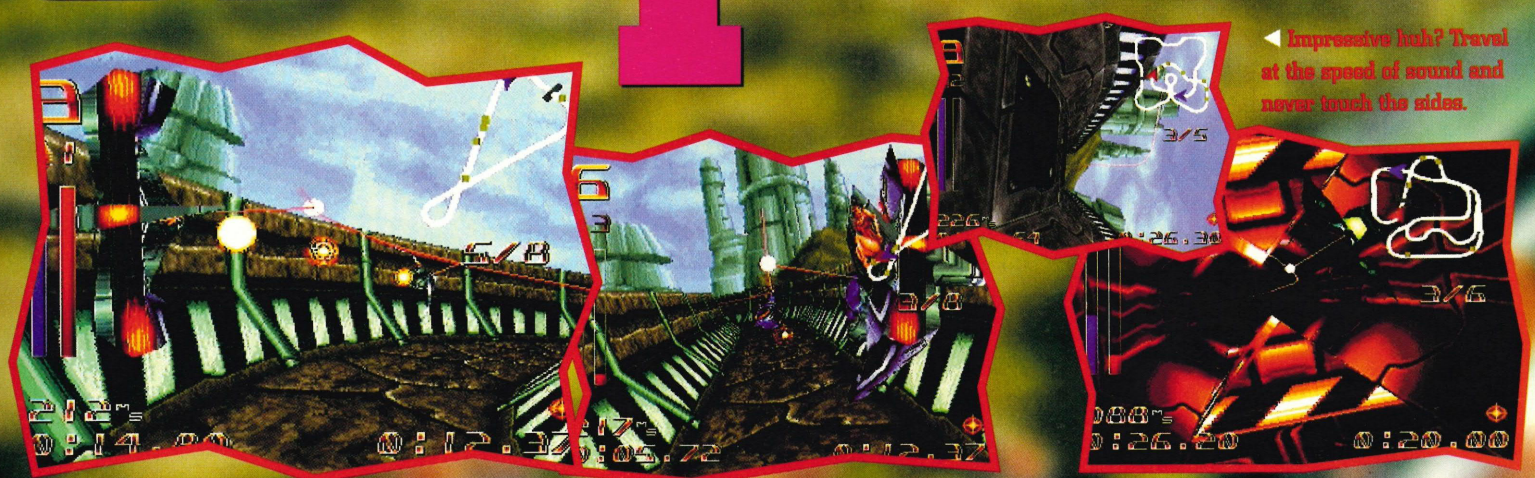
Machine: PlayStation
Publisher: Mindscape
Developer: In-house
Price: £50
Opponents: 7

UK

turd travel at 340 metres a second?

Say hello to...

erspeed



◀ Impressive huh? Travel at the speed of sound and never touch the sides.

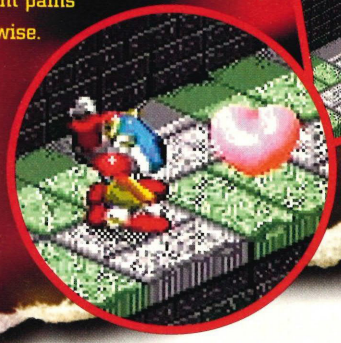
BITS

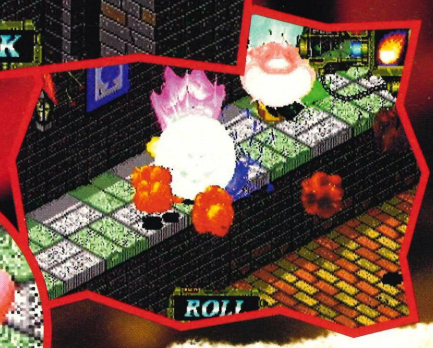
Super special power-ups. Although most boxes found throughout the levels contain either hearts or blue 'pills' (to replenish life and weapon energy respectively), some contain body power-ups for Mash. As you build them up, you can rotate the choice using the left shoulder button and bring it into effect by holding down the right shoulder button.

Steam

Cute alert! Prepare

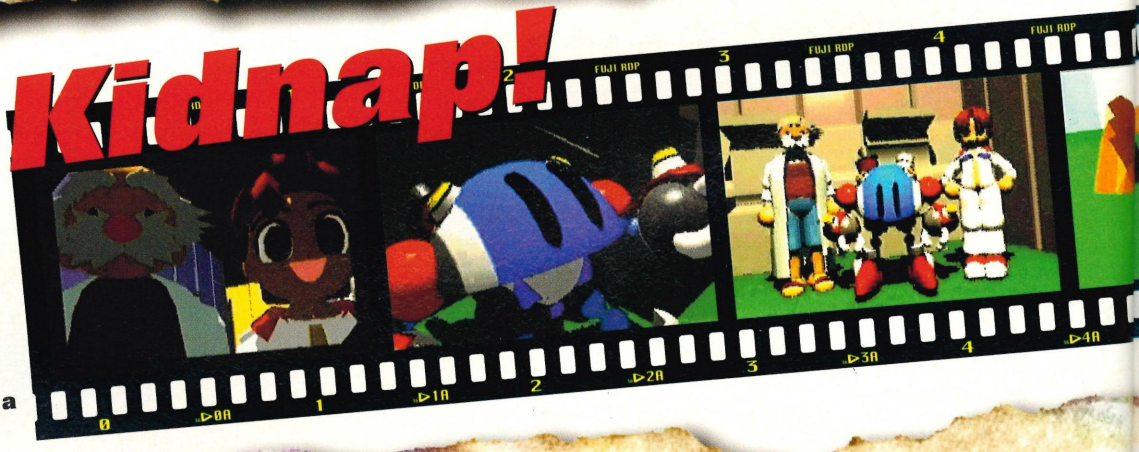
▲ It's good to throw bombs to enemies at higher levels. They can be right pains otherwise.





◀ The explosions seen in *Steamgear Mash* are some of the most colourful ever.

Kidnap!



If you laid the intros for every Next Gen game end to end, they'd stretch from Croydon all the way to the moon. Probably. And *Steamgear Mash* sports yet another suitably cute one. Watch as Mash blinks into life, gasp as he frolics like a lovestruck lamb with his inventor's daughter, shriek as she gets carried off by a horde of horrible 'things'.

Takara are bonkers and mad all over their heads. Not only do they insist on putting out a PlayStation beat-em-up where you can cop a load of a girl's pants (*Toshinden*), and they don't stop at developing a special Saturn version, but they insist on going on to dish out hulking great slabs of quirkiness in *Steamgear Mash*. Lock 'em up!

The story, you see, revolves around a sickeningly cutesome steam-powered robot. No, that's a bit of a lie. The story revolves around the kidnapping of his inventor's daughter, Mina Chan, and his desperate attempts to rescue her.

And rescue her he undoubtedly will, but it's going to take time in this strange isometric, platform-esque world. For a start, you only get one life. Fortunately there are a reasonable amount of save points splashed around the levels, which does tend to hint at them being huge, sprawling affairs. The trouble is, they're not really. There's one normal route from a level to the next – and that involves doing away with the level boss first (oh, for originality). Once you've done

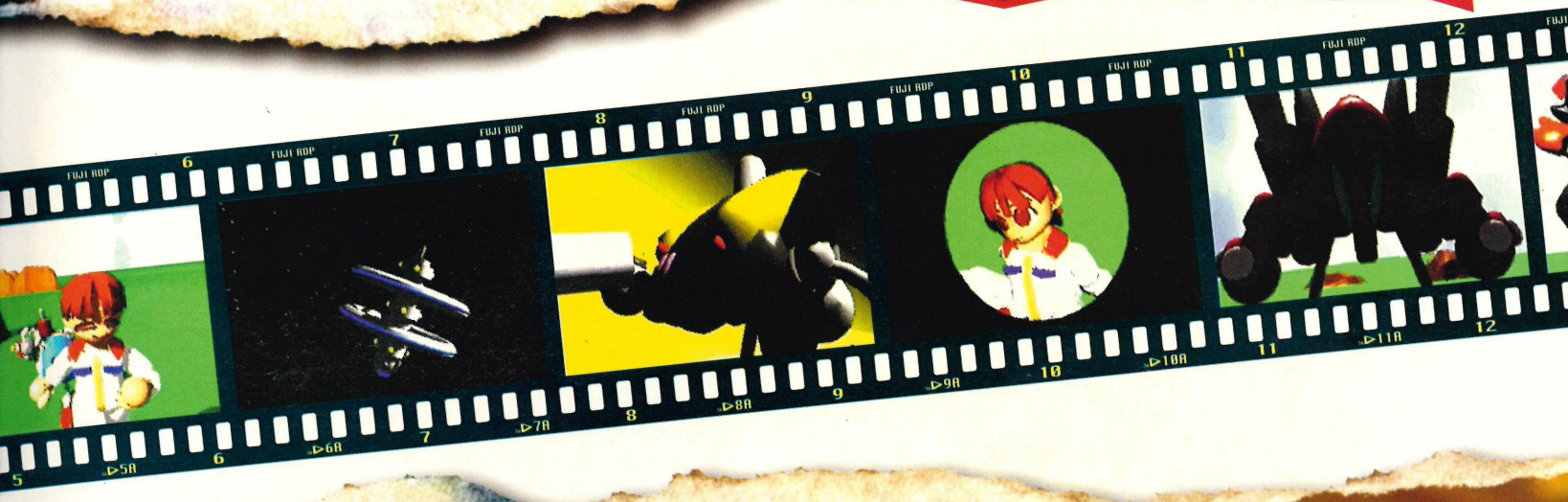
▲ The second level's boss. Slow moving and not very accurate.

BITS

Warp me silly. Spread throughout the levels (usually next to a save room) are Warp rooms. Here you'll be able to travel to the Warp room of another level (although you will have to have visited that level before). Simply jump onto the coloured block that relates to the level you want to visit. Useful for nipping back to level one to collect extra energy and weapon power.

gear Mash

the sickbags!



this and collected the special attack item, you'll be able to gain entry to the next area. You have to collect the item to move onwards, because the exit is blocked and each level's item is the only thing that will destroy the coloured, er, blockage. There are warp rooms in each area, which allow you to return to levels you've already been to and gain entry to other blocked zones using the newly-found items. Simple as that.

Along your journey you'll also be able to collect body power-ups for Mash, which make his regular gun more versatile to wield. But does any of this really help make the game that bit different or special? Unfortunately not. It's a very superficial game, really. Yes, it all moves pretty fluidly and Mash himself responds fairly well your to button presses, but it's all a bit unremarkable. As in *Rayman* you can go back and explore different areas once you gain a new special item, but you'll get rapidly fed up with the linear nature to the rest of it. There's not nearly enough room made for exploration of the levels – you merely walk around, smashing boxes to find special items, then go on to meet and defeat the level guardian. There's no surprise, no pay-off – just a lot of ultimately dreary, but quirky – yomping about.

So much more could of been made of the ideas shown off in *Steamgear Mash* – it could have been made a lot harder, a lot bigger and packed with hatfuls of hidden elements. It's not really pushing the Saturn hardware very far – but it shouldn't be criticised because of this, it's just a bit of poor game, that's all. As it stands, once you've seen one level, you've pretty much seen the entire game. And that's pretty ropey. Sorry Takara, but that's the way it is this time.

▲ The first level's boss. Each card revolves to reveal a different attack.

Ultimately

Cutesome

47%

⊕ Tries to be different
⊖ Doesn't carry it off

Machine: Saturn
Publisher: Takara
Developer: In-house
Price: £50
Save game: 4 positions

JAP

Loaded with Loa

Bounca

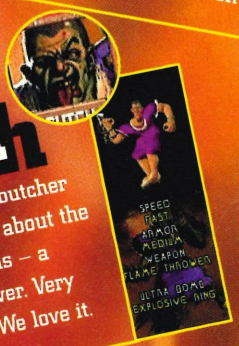
Armed with a midi-launcher, Bounca is neither bright nor speedy, however, his rocket launcher has got a pair of breasts on it.

1

Butch

This cross-dressing butcher is very fast and has about the best weapon there is – a flame thrower. Very effective! We love it.

2



Cap 'n' hands

This cyborg-bodied freak of a fella has a very slow weapon (wahey!) and as a result is vulnerable. He's not pretty either.

3

Fwank

Although a bit sluggish, Fwank's Neutron Spheres are more than a match for most opponents and he is quite clearly mad!

4

Mamma

He might be utterly stupid, but he knows how to use a plasma rifle and no mistake. Mamma is porky, but deadly. Select him.

5

Vox

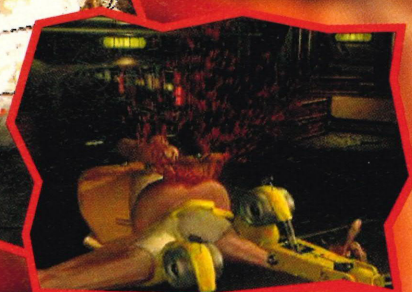
Vox is the fastest of the bunch, but boasts a typically girly weapon. She'll out-run rats, but has trouble actually killing them.

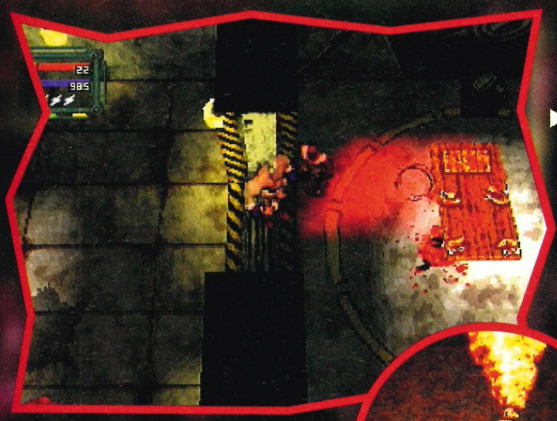
6

◀ Vox's weapon isn't nearly effective enough in the later levels. That's girls for ya – only joking.

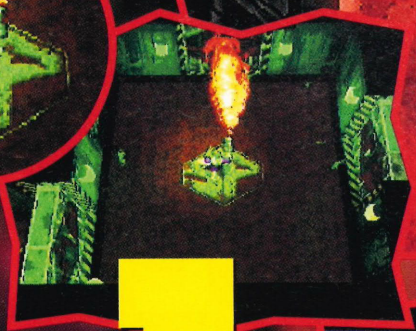
And about time too. It seems like years since we first printed exclusive shots of this graphically orgasmic blaster (well, not years, but you know what we mean) and after inexplicable delays it's finally complete. Or is it? As far as Gremlin are concerned it is but we've got our doubts as to whether or not it should be released as it is – then again who are we, eh? Let's just get on with the review.

Loaded is a shoot-em-up, the mother of all shoot-em-ups if truth be known, but not necessarily in a good way. Admittedly there's a lot to shoot, in fact it's got bad guys in the shape of thugs, bigger thugs, rats, dogs, droids and large robots oozing out of its bottom causing a squitty mess all over the PlayStation and *that's* the key disappointment – it's a mess! There's no room to breath as wave upon wave of these ridiculously aggressive characters bombard you from all directions. Naturally you retaliate by blasting their lungs out while running and spinning, but that just

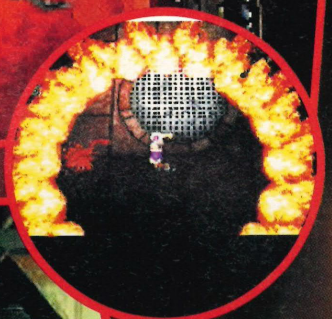




▲ Most of the first level is spent ruining perfectly good meals.



▶ Butch might be a cross-dresser, but he doesn't fall into the stereotype.



▲ Butch's special weapon. Special indeed.

fun ded with pickled mup?

causes all manner of explosive type shenanigans – shielding the stunning graphics and obscuring your character. And it's never ending!

Set out over 15 levels, *Loaded* offers the choice of six different characters each with either speed or a super-special weapon as their main strength. Your aim is to find the exit on each level after slaughtering everything that moves. Simple.

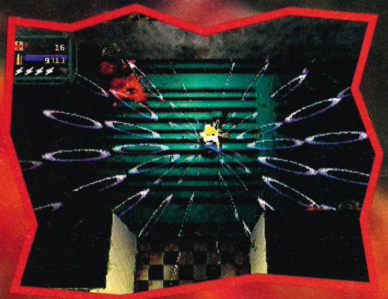
The graphics are exceptional, especially the lighting effects and texture-mapping – phwoar! We also got all giggly about the zooming effect on two-player mode. It's lovely! And the soundtrack is brrii-iiliant! In fact the soundtrack is the best we've ever heard on any game – EVER!

Top *PWEI* action coupled with groovy/spooky incidental music. No gripes there...

The problem is that relentless killing gets a bit dull. After a while you really don't care where the exit is. What's more disappointing is the two-player mode or four-player link-up. This cooperative blasting option could have been *Loaded*'s saving grace but no, instead of stepping up a gear and pushing the game over the 90% mark it slows down and becomes even more confusing. With so much fire-power you lose track of your character after almost every encounter – the screen become nothing more than one big fireball.

Sounds a bit gloomy doesn't it? Well let us address that right here: *Loaded* is a good game, it's a graphically impressive game, it's a speedy and challenging game, but we knew that after the preview so forgive us if we dwell on the fact that it's a flawed game. This isn't a vendetta, it just illustrates how disappointed we are in what was potentially one of the games of the year. There's a scene in *True Romance* where Dennis Hopper tells Christian Slater to, 'slow it down, slow it down,' – wise words indeed. Take heed Gremlin if you're contemplating a sequel.

What at first appears to be overhead perspective *Doom* on a sugar-rush soon reveals itself as nothing more than a flashy looking, scrolling *Smash TV* with inferior levels of addiction and purpose. Fun for a while but by no means the classic we were all expecting.



Ultimately

Frenetic

80%

- ✪ A graphical achievement
- ⊖ Too much going on

Machine: PlayStation
Publisher: Gremlin
Developer: In-house
Price: £40
Levels: 15

UK

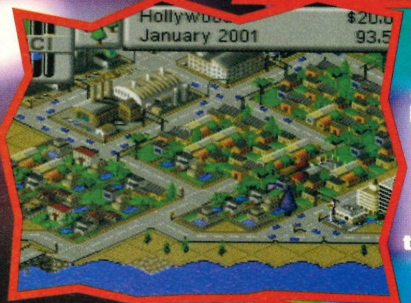
BITS

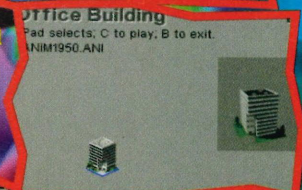
Many of the Sim games that Maxis produce are the work of one man – American, Will Wright. From his Californian office, he creates his top-notch products using Apple Macintosh technology. Rumour has it he's now working on a project codenamed 'Dollhouse'. Sounds a bit dull Will. Come on, get your act together mate – will ya?

◀ The town of Weston is missing, it was revealed last night...

Sim City raises the roof and brings the

▲ You can even see what the local paper thinks of your progress. Strange that the type's in green, though.





▶ Rendered bits are all over the place. Lovely, lovely.

Never a game to provoke anything but hapless, lovelorn expressions on the faces of the normally testy, evil-eyed PC trolls, *Sim City 2000* – a 'classic' by many people's standards – has just been developed as part of the Saturn's winter collection. By Maxim, no less. And a lovely little number it is, too.

The disc sees you as a kind of city dignitary, responsible for the laying of water pipes and electricity cables, (as well as the provision of water and power), the roads, rail and ports, the residential, commercial and industrial areas, the hospitals, the police stations, municipal services, education... et-snoozin'-cetera. On paper, it all seem to go down like a death at a birthday party, of course, but, with a joypad in hand, the whole thing gels together perfectly and plays equally well. Granted, the gameplay may seem a little slow at first, and frisky, action-hungry gamers may not get the immediate fix of fun they crave, but – and this is an important 'but' – this is where the most satisfying aspect of *Sim City 2000* lies...

The feeling you get after creating something uniquely successful – an area of industrial growth, a happy little community of happy little people, whatever – is... well... nice. The more you create, the better you create it, the more you want to create. And so on.

But the point isn't just to create for creation's sake. As part of a SimNation, your city is competing against four other neighbouring cities for resources and, more importantly, people. Better make it good, then...

Being 'crap', though, isn't a problem. For one thing, you soon get used to doing certain things in a particular sequence just out of habit, and then, of course, there's the team of city experts, always on hand to advise. See? Lovely.

The attention to detail is incredible. Fail to provide your population with one basic need – out of forgetfulness, ignorance or stupidity – and you'll be sitting around, confusion on one shoulder, paranoia on the other, until you finally work out what you've done wrong. Then, of course, there are the other, deeper levels of detail. Finding a waterfall, for example, is an excellent way of providing people with power. Slap a dam next to it, and create a hydro plant, and then go all warm inside as you just wait for your residents to blow you mind kisses. That's entertainment!

A lot's been added cosmetically since the game's

▲ Police have a man seen scraping the town with a spoon.

SimCity 2000

house down

Apple Macintosh outings, making for a well-rounded, good-looking game, which, for a game as potentially dull as this, is no bad thing. The programmers have included dozens of visually-pleasing touches, including cutaways of the many buildings you'll be able to choose, rotating and rendered, all in Sega's sexy Saturn style. Good. The 3D perspective, although initially confusing where road placement is concerned, is rotatable, and the three levels of possible [illegible]n allow you to take a closer look when needed – particularly useful when you consider that the land isn't actually always flat. Oh – and the sound (although *Sim City* tunes are notoriously bad) has also been beefed up somewhat, with the obligatory CD sound creating the proper industrial atmosphere needed to help a game of this ilk amble gently and gracefully along...

The control method is another aspect of the game that's also been well thought-out and intelligently developed, with the traditional mouse controls being effectively transferred to the Saturn's sleek plastic pad. But, although this has been done as successfully as is possible, you just can't help getting the feeling that with a mouse shoved under your sweaty, bricklaying palms, things might move along that little bit easier. Still – a minor gripe you could always shell out for one, couldn't you?

Overall, then, *Sim City 2000* has made the transition from PC to Next Gen all too well. A thoroughly addictive and attaching game, it's possible to get lost, immerse yourself in it for hours and come out only wishing to get back in again. Certainly the best version yet.

Ultimately

Enthralling **90%**

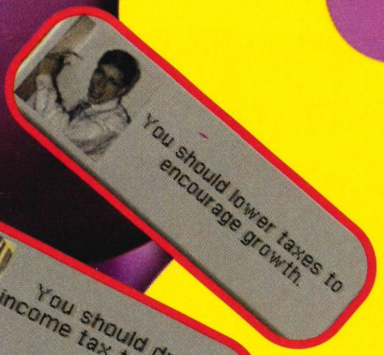
- ⊕ Excellent in almost every way
- ⊖ Mouse not included

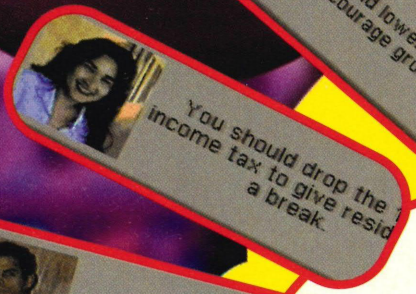
Machine: Saturn
Publisher: Maxis
Developer: In-house
Price: £40
Release: December

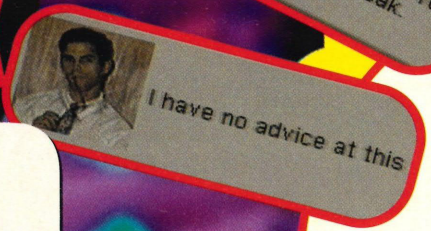
UK

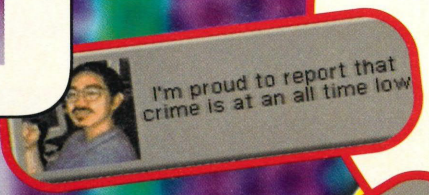
Gimme Advise

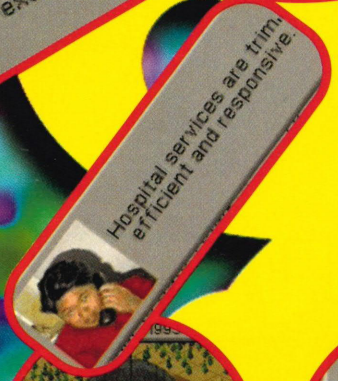
Always ready to lend a helping hand, your team of unusually lovely city experts are but a mere button or two away, and can actually help you to progress in the game...











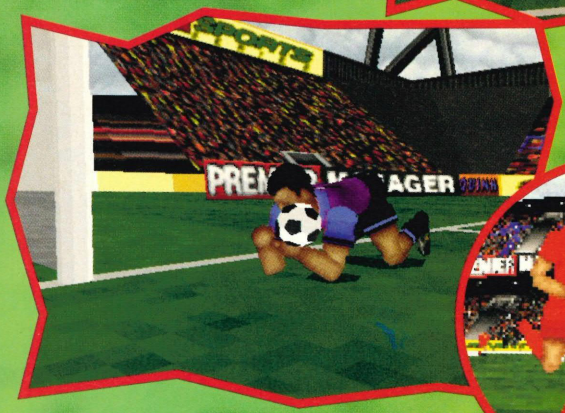
It's a Disaster

Tsk... aren't disasters terrible, eh? Awful things. Um... but, like, quite good to play with because they're... er... educational. Lucky, then, that *Sim City 2000* is such an educational game.

Enter the league with Actua

◀ The ball's stuck to my knee? It looks wrong – help!

▶ At last, a football sim with normal sized goals. Strange netting though isn't it?



◀ How can I save the ball with no hands?

Astonishing. I think that's the word. It's taken a while for the PC super-processors and amazing 3D engines to be successfully adapted for sports games. Until recently they'd relied on better-looking, faster variations on old-fashioned 16-bit console kick-arounds. Now it's different. Now footy is astonishing. And the other sports will follow suit.

Gremlin can't hide their grins. And nor should they. It's like this. Decide to make a

Novastorm

Top shooty fun or a top *shooty bum?*

The sequel to the thoroughly yawnsome *Microcosm* on the PC makes its debut on the PlayStation after making little or no impact on the 3DO. Has it been improved upon, have Sony Interactive added a mystery ingredient to make the whole thing fun, is the difficulty curve no longer laughable? Read on...

Novastorm is smelly and no mistake. Each of the two discs come fully impregnated with a faint odour of cack. It doesn't seep out of the PlayStation until after the predictably impressive FMV intro but when it comes, it's unbearable.

Here's the crux of the problem: on the 'easy' setting you'll finish the game in one sitting whereas on the 'difficult' setting you probably won't get past the second level for a couple of days. Now as everybody knows, all gamers try a new game on 'easy', but if you finish the game almost immediately what's the point and where's the fun in having another lash on 'difficult'?

The backgrounds all look lovely and as a spectator sport it's not bad at all, but when playing with the uncontrollable, and frankly embarrassing sprites simply plonked onto this background it's very hard to believe that the same company brought us *Wipeout*.

Ultimately

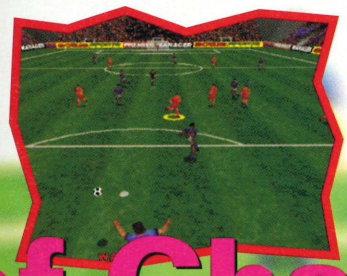
Dismaying

33%

- ⊕ Nice looking
- ⊖ Plays like a pig

Machine: ..... PlayStation
Publisher: ..... Sony Interactive
Developer: ..... In-house
Price: £40
Difficulty settings: 3

UK

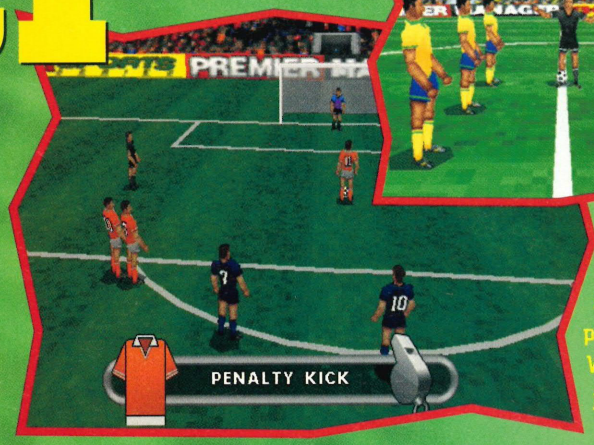


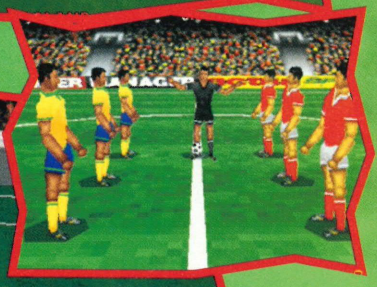
With so many camera angles, which do you choose?

◀▼ A choice of pitches, a choice of views and up to 22 players. Blimey!

# of Champions

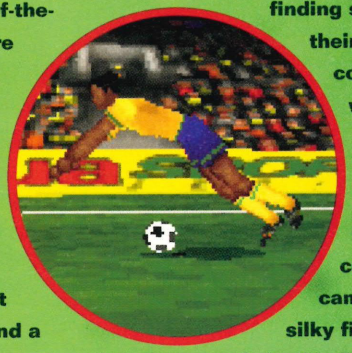
Soccer





▲ Brazil Vs er, Wales. Any bets? I'll put a fiver on Wales. Only joking!

soccer game to change PC sports fans' lives. Spend a fortune on state-of-the-art Motion Capture equipment. Learn how to use it. At the same time, develop an incredible 3D engine that allows real-time camera movement ANYWHERE around a superb Premier-League-and-then-some stadium. Meet some Sheffield Wednesday players in a pub, buy them a pint and persuade them to jump, dive, volley and bicycle kick around with electrodes taped to every extremity. And then do the clever stuff with the Motion Capture. And then make it work with all the other stuff. Brilliant.



And that's how it happened, and the world is a much better place. The players look and move incredibly realistically, and the artificial intelligence works so that your passing and shooting is as reliable and accurate as the real-life player he's modelled on, even off-the-ball players are running and finding space, just as their Premiership counterparts would.

The visuals, the crowd-sound, the Barry Davies commentary, the camera views, the silky first-touch skills and the AI all combine to make this the best PC sports game yet. And watch this space because over the next few months EVERY DEVELOPER will have a go. It's going to be great just you wait.

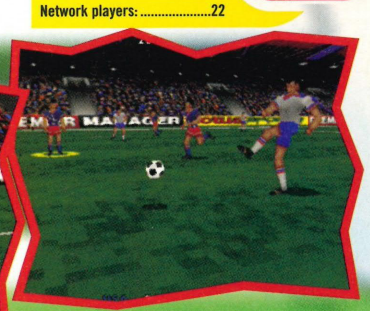
Ultimately

Astonishing **89%**

- It's real isn't it?
- Barry Davies commentary?

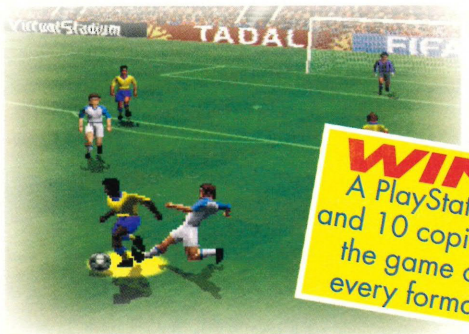
Machine:.....PC CD ROM
Publisher: .....Gremlin
Developer:.....In-house
Price:.....£45
Network players: 22

UK



THE **OFFICIAL** VIDEOGAME MAGAZINE

FIFA 96



WIN! A PlayStation and 10 copies of the game on every format!

FIFA 96 on PC CD ROM, PlayStation, Saturn, 32X, Mega Drive, SNES, Game Gear, Game Boy and now on paper.

From the making of, to the playing of if – it's in the game then it's in the mag.

ON SALE: November 9th

◀ This is the Ruiner table, well a bit of it anyway – and it's not very good.

▼ The Defcon 5 table is laughably dull. Look at those nasty graphics. Yuk!

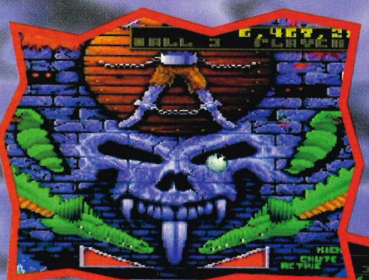
Will Ruiner ruin you or will you ruin Ruiner?

Phwoar Next Gen pinball, eh? After last month's stunning looking preview of *Tilt* on the PlayStation and Saturn surely the 64-bit Jaguar is going to produce the near definitive Next Gen pinball sim. Well, no actually – unless you count this painfully slow and dreary cartoon effort.

You can't go that wrong with pinball, can you? Surely you just have to construct a vaguely intelligent table, make the ball run fluidly and ensure that the controls are responsive. Easy. Obviously not. *Ruiner* takes a trip back to 16-bit land with its flat overhead scrolling tables and Saturday morning cartoon graphics. Realism has been shed in favour of cliche upon cliche. Yep, you've guessed it, another gem to add to the Jaguar's sparkling back catalogue.

Ruiner has a vague plot to each of its two (that's TWO!) tables so crude that Roy Chubby Brown would wince. *Ruiner* has an intro sequence so embarrassing that you'd get more pleasure watching your Dad appear on *Blind Date*. *Ruiner* has sound effects so similar to the painting section on *Rainbow* that you'd almost certainly rather go choosing curtains with an elderly auntie who remembers when you were 'this' tall. *Ruiner* is as responsive as a kitten stuck under a heavy wardrobe. *Ruiner* is as well animated as a flicker-book made up of completely unrelated pictures. *Ruiner* is not even not very good pinball. It's a travesty – a Dave Lee Travesty that feels as old, bloated and lifeless as the hairy cornflakes beard. Yes it really is that dull.

A nice idea flawed in almost every department and it hasn't even got the courtesy to boast more than two tables. Hang your head in shame *Ruiner* as we hereby ruin you!



▶ Bright blue busty lady! It's a dream come true!

▶ Cor, look at the quality of that ball. It must of taken every ounce of the Jaguar's 64-bits to render such a realistic object.

Ultimately

8-bit

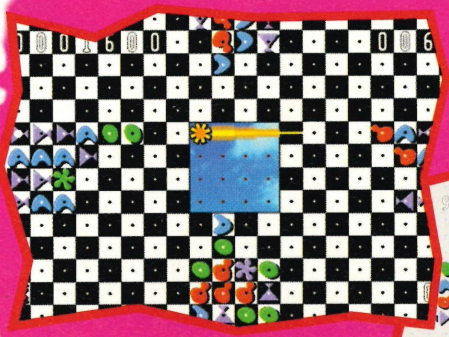
23%

- ⊕ You'll raise a smile
- ⊖ Stinks the house out

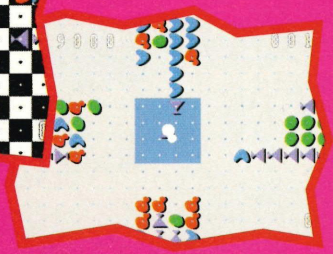
Machine: Jaguar
Publisher: Atari
Developer: High Voltage
Price: £45
Tables: 2

UK

▲ Please hold! Do you get it? Oh this is such a ker-aazy game!.



◀ Zoop Doggy Dog-gone squarez'n'triangles stuff.



Zoop

Back to basics?

This won't take many words. Just look at the pictures. See the big shape in the middle? A triangle in a square? That's you. All the other stuff are bad 'men' who want to destroy or invade your pointy home. You stop them. *Zoop* is *the* most simple basis for a computer game. Ever. Stuff comes towards you and you shoot it. Nice and simple.

And there are LOADS AND LOADS of levels of this mind-numbingly addictive, brilliant, brightly-coloured, slick-yet-stupid format. Variation comes from the fact that more stuff comes from more places, and different angles. And they're different colours. It almost makes you want to stay up all night, grinning at everybody, and making a series of movements and repeating them. All night. And repeating them. All night. And rep... erm, you either know what we're talking about or not.

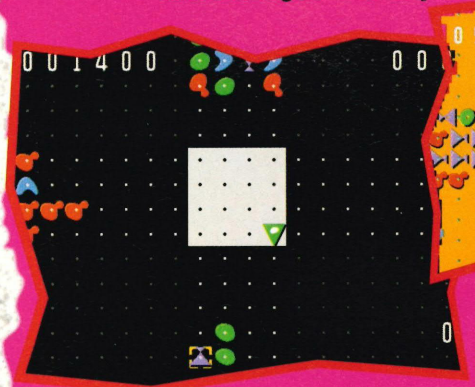
Ultimately

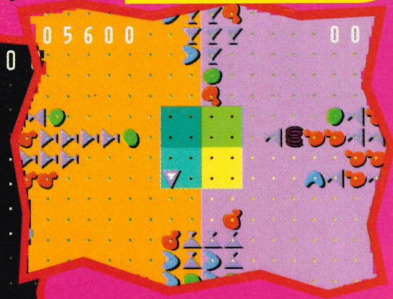
Mental **68%**

- ⊕ Old skool addictive
- ⊖ Hardly revolutionary

Machine:.....PC CD ROM
Publisher:.....Viacom
Developer:.....Hookstone
Price:.....£25
Players:.....1-4 via modem

UK





▲ All those things round the edge are attacking you. Kill them.

BITS

Multi-player mayhem is guaranteed to hurt your head. Okay, there may not seem to be an awful lot of point in it, because you're essentially playing the one-player game, at the same time as your mates, but just like two-player *Tetris* the old-skool simplicity of *Zoop* makes for an addictive multi-player spot of time wasting. What more could you want?

PETIT TEST

Pitfall: The Mayan Adventure

A winner on the 16-bit systems *Pitfall: The Mayan Adventure* simply hasn't received enough tweakage to warrant any kind of fanfare on the Jaguar.

This sequel to the Atari VCS original boasts rotascoped sprites, *Flashback* type gameplay and nothing that couldn't have and wasn't achieved on the SNES. Ho hum.

Ultimately

Predictable **61%**

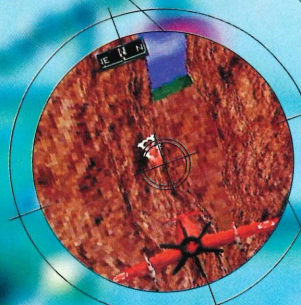
- ⊕ A fair challenge
- ⊖ The SNES can do as good

Tally ho, pip pip, chocks away

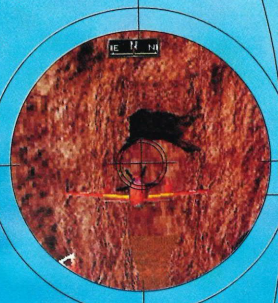
Wing

P.O.V.

on me old mucka,



There are three Points Of View. Here, the normal external.



Then, a bonkers mad rear view (good for quick checks behind).

Then the restrictive, but dial-heavy, cockpit viewpoint.

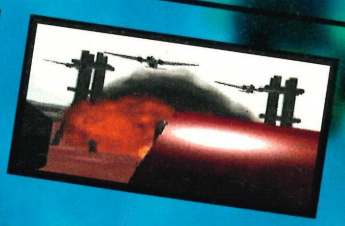
Have you noticed how inticing and romantic the idea of World War II has become? How we long for the heady days of well-greased hair, moustaches you could hang wet donkey jackets on, and the pureness of props and undercarriage. And that's exactly what Sega are trying to dish up in shiny, digital lumps with *Wing Arms*.

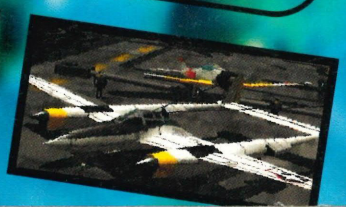
Understandably, comparisons between this and Namco's *Air Combat* on the PlayStation are going to be drawn. But there are clear differences between the two. First up is obviously the time period – *Air Combat* is set in the giddy now, while *Wing Arms* is rooted in the past. The next major difference is that at the beginning of *Wing Arms* there's a sumptuous assortment of brightly-coloured craft to choose from – and you don't have to buy any of them (you're not a mercenary pilot in this game you see).

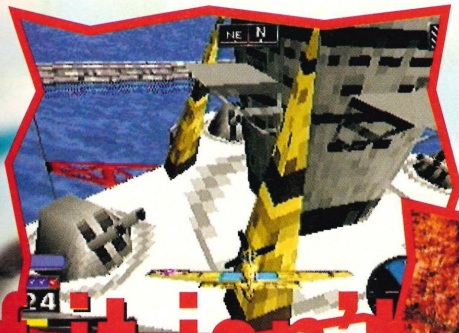
Perhaps the major difference is that of gameplay. Whereas in *Air Combat* it's all about getting in fast, locking on to a bridge/building/battleship-type arrangement and getting out even faster, *Wing Arms* is more leisurely in its approach. The mid-air battles you'll come across are longer, actually turning into proper dogfights, rather than two minute, high-speed, laser-guided spurts, and you'll have to make many shell-shedding passes over enemy ships and fortifications before they'll be destroyed. There's enough variety in the missions, and they can take an age to complete (some, like the first mission, unnecessarily so). Some are separated into sub-missions (destroy a set

War Story

The rendered intro, although not of an exceptionally high resolution, is an epic nonetheless. All the planes take off from a carrier and proceed to shoot, bomb and destroy lots of things.







◀ You can bounce into 'things', you know...

if it isn't Arms the Saturn

number of planes, then go on to destroy a base etc), and you can chart your progress by the on-screen percentage counter, so you know exactly how far you can push your damage bar into the red.

One of the problems that is sure to irritate in *Wing Arms* (and was one of the finer points of *Air Combat*), though, is that once you die, you can't select a different plane if you choose to continue. And that can get a bit annoying as some of them are more suited to certain tasks than others. Another fault which can ultimately stifle playability is that of scenery update. Obviously, this isn't a problem on those missions that are set way up above the ocean, but take the one set in a snaking canyon – the textures applied to the faces of the sheer cliffs leap into view as you get near them. But that's not the real problem – that comes when you get 'caught' by a cliff face you can't see. You have to fly using the external view, but even that doesn't help the dodgy collision detection. And yes, the fact that you don't immediately burst into a fireball when you crash into something reduces unnecessary frustration, but the fact that you can repeatedly bounce into the ground is an interesting quirk, to say the least.

For the most part though, *Wing Arms* looks and moves pretty well, and there are a lot of slick touches in there. It's just that, well, there are only six levels!?!

All in all, *Wing Arms* does have something to offer most Saturn shoot-em-up fiends – planes, guns and a big, stroppy load of 3D effects, but if you're expecting a long lasting disc – expect again. It's fun for a while, but then so is playing with a wobbly tooth – and that's free!

Ultimately

Mellow

50%

⊕ You fly, you shoot things!
⊖ Only six levels!?!

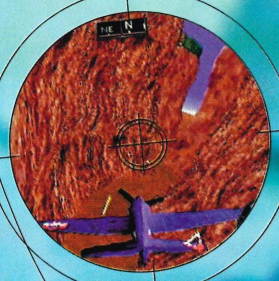
Machine: Saturn
Publisher: Sega
Developer: In-house
Price: £50
Planes: 7

JAP

Missions

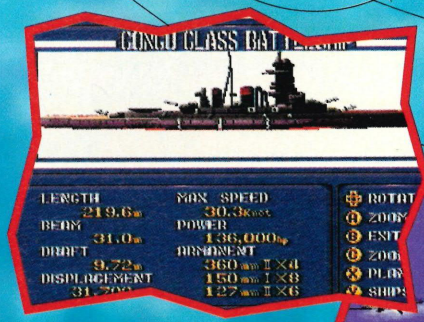
There are six missions in all. The first has heavy dogfighting.

Some sub-missions have you out attacking enemy ships.



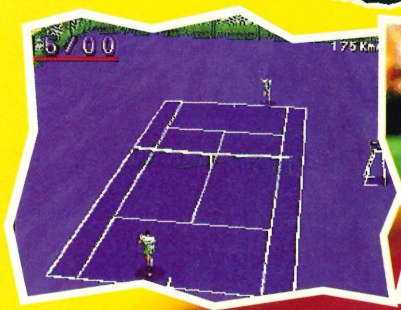
Some missions involve challenging flying escapades.

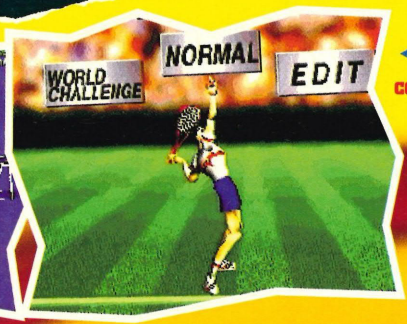
Save your missiles for the larger land and sea targets.



◀ There's an option to view all the planes and ships in the game.

▲ The dogfighting that goes on in the first mission can be a drag – you can spend hours chasing one piggin' plane.

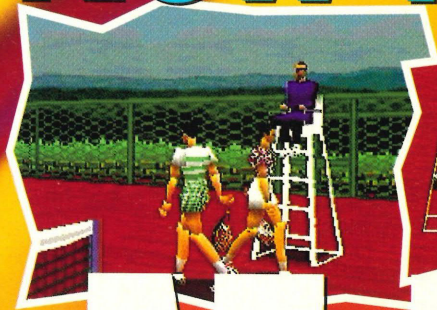


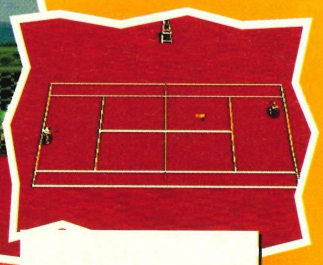


◀ Normal? Of course we are.

▶ Natty green checked shorts are a fact of life in *V-Tennis*.

New balls please as we leap over the V-Tennis





PETIT TEST

Flying Nightmares

3DO • Domark • £40

This has been out for a month and Domark didn't even send us a review copy. Not a good sign.

As a straight flight sim this isn't bad at all, but after mastering the controls the myriad missions seem more of a chore than any kind of fun. Sorry, it's just too real. Predictably, to sum up – *Flying Nightmares* indeed!

Ultimately Realistic

69%

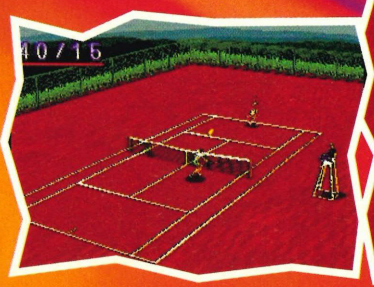
- ⊕ Complex and challenging
- ⊖ Slow and repetitive

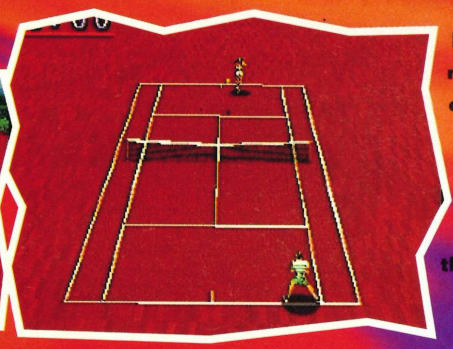
For all its glitzy angles, checked shorts and Rayban wearing umpires *V-Tennis* would probably much prefer to use a wooden snow-shoe and wear baggy (snow white) shorts. Yes, it looks as good as the next PlayStation effort and the animation in particular is impressive in a sausage-limbed way, but deep down *V-Tennis* has one of the simplest tennis engines seen for a while.

That's not to say that it's no fun, mind. Get the hang of serving and the pace of the rallies is very impressive. It's even possible to exchange a series of smashes. It's not something we see every day but it is good telly. On the other hand, after the first few goes, some problems crop up.

For a start there's the fact that given good enough reactions you should have no real excuse for failing to return any ball. The players scuttle about at supersonic speed and turn on a six-pence. Worst of all though they seem to possess telekinesis. From most of the views things look normal enough, but the fact that you can be facing the wrong way, running away from the net and a good two or three V-yards from the ball and still get a blistering top spin return in is worrying. Not that we've got anything against backwards through the legs blasters, we just don't like to see them *too* often. The replay at the end of each game lets the cat out of the bag. The players swing realistically enough, in an attempt to hide their psychic powers, but it's pretty obvious that the ball turns back without any physical contact with the player or racket, at-all. Spooky, that.

Secondly *V-Tennis* just doesn't give you the sort of control that many older tennis games do. What with the frenetic pace and context sensitive shots, it soon becomes a test of reactions, rather than the sort of battle of wits that can unfold on a slower court. Forget those little drop shots and perfectly placed passing volleys, *V-Tennis* isn't up to them. Most of the time a push





The fact that you can hit the ball from miles away may be a fault of *V-Tennis* but it's a darn sight better than *Ground Stroke* which won't let you hit the ball at-all. Neither, however comes close to the gameplay to be had in *Smash Tennis*. It may be SNES game and it might have dodgy looking sprites but it plays like a particularly non-dry dream.

BITS

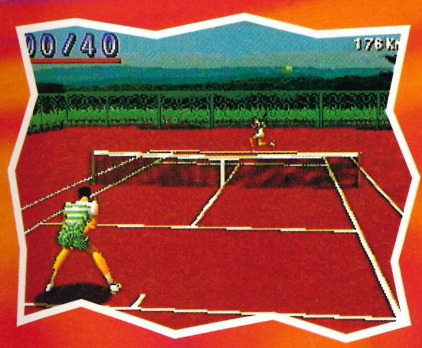
◀ *V-Tennis* players come in a shoebox, look.

▲ The little bars cycle through all the colours of the bow man. Essential stuff.

net in

in one direction or another produces minimal variation from a straight return. In fact, switch to the most extreme bird's eye view and all becomes clear. What you've been playing is an updated *Pong*, albeit modelled in 3D with added lobs.

On the other hand, from a visual point of view it's got everything and is customisable. Those camera angles for example are editable, in that you can select each one, and they cover just about every angle and pan and zoom the camera to a degree. You can vary things from a spaceship perspective which gives you a rough idea of where everything is and boasts a breeze block sized ball with a handy little trail. And for those close ups there's the real killer. You can change the players' attributes, their hair, everything. In fact, you can even opt for a ginger china man in a pink outfit with a beard. Sadly, you can't give the women beards or change their bra-size, but you can opt for bubble perms, shades and headbands. The Barbie crowd'll be happy then.



Ultimately

Dressy 73%

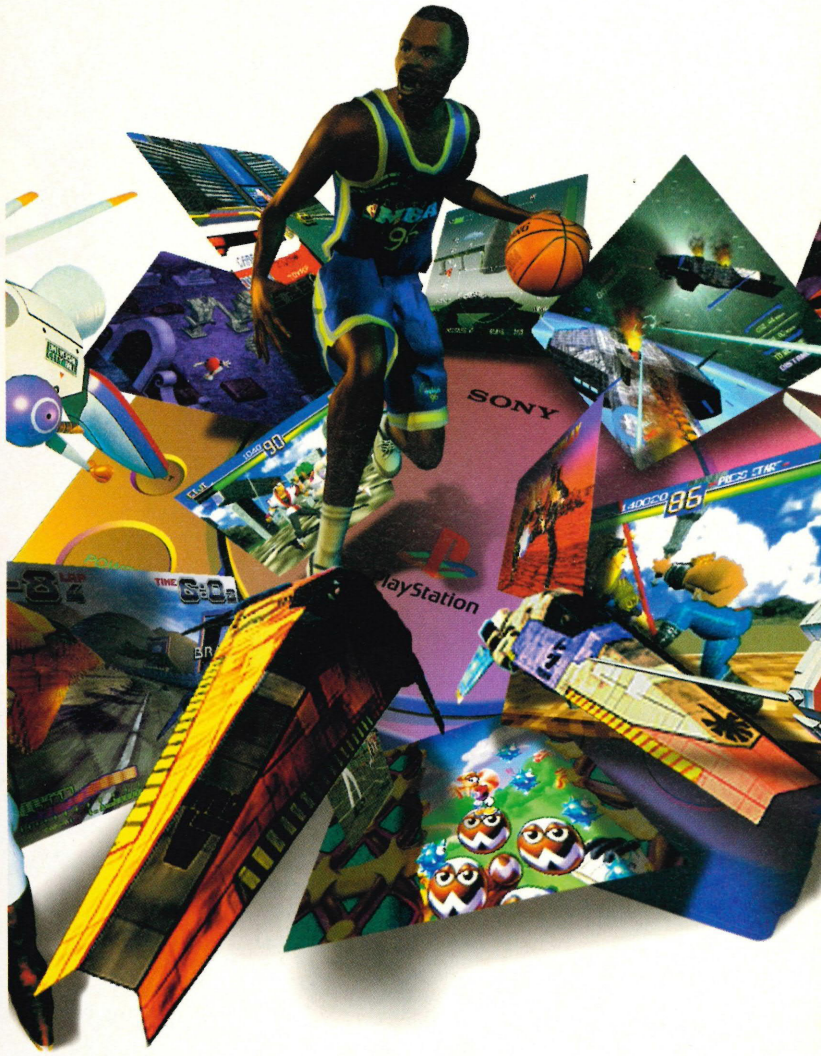
- ⊕ Beautiful animation
- ⊖ Telekinetic players

Machine: .....PlayStation
Publisher:.....Tonkinhouse
Developer:.....In-house
Price:.....£40
Players: 2

JAP

If you thought all videogame mags were the same...

Think again



The Official PlayStation Magazine No. 1

On sale this month

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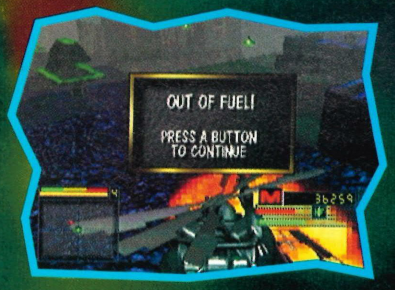
This Blade reviewer seriously

◀ Most of the mission objective involve the atmospheric key pick-ups.



▲ What a fitting end to a climactic battle. Great.

The city's under siege from the sharpest criminal minds of the next century – the police are getting righteously slapped, but someone has to save the innocent people from power lords, biological research victims, grizzly butchers, and drug dealers, all of whom are, strangely, especially vulnerable to air attacks. This sounds like a job for you, the bloke with the chopper on his head.

And so, receiving instructions from Dr Grubert (a man with more liver spots than Dr Lector's low temperature wash), you embark upon a series of missions to set things to rights in the Megagrid, a huge, conveniently grid-like city with absolutely heaps of air-space.

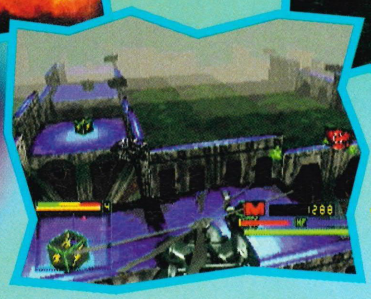
Before you fly the missions themselves, you'll get shoved into a practice arena to learn how the craft, weapons and power-ups work. It's here that you'll come across the game's first problems – the blade, and the weapons. The control system is a dream – once you get a feel for the way the chopper moves you'll be executing long, beautiful dives and elegant swoops, smooth graphics accentuating every twist in momentum. Unfortunately, this only works in large, open spaces as your blokey at the bottom of the screen isn't the solid character, the whole screen is. This means you'll be taking hits because your fixed-offset observation point caught a girder in the face. Ignoring the sprite and working with a first-person viewpoint isn't an option, as you'd be flying around toy-town, wide spaces becoming drainpipes, never even seeing the important detail that's tucked away on the ground. Oh dear.

The weapons can be just as much of a problem. Your gun's all well and upgradable but the missiles, despite homing in on an automatic cursor that pin-points anything worth hitting within range, will change their mind mid-flight depending on what the cursor points at next. As well as never knowing what you're hitting, this also means that if the object wanders off-screen and the target drops, the missile vanishes completely.

When you get to the first real mission, more problems come to light. For a start, though beautiful, the scenery is also largely grey – each section of the Megagrid looking very much like the last. It's difficult to say exactly where you are in this Milton Keynes of a city at any

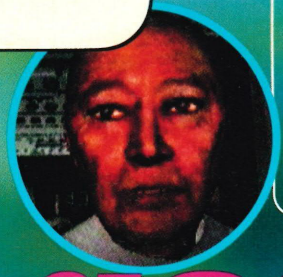
▲ Baked bean discharge and matches don't mix.

▶ Blimey, he looks just like our new art assistant, Chris..



◀ The bad guys kindly provide all the pick-ups you need.

force considers a chopper gag



BITS

Dr Hans Grubert, is actually famous for his ground-breaking research into piscine psychology. He stunned the interested world in '47 with his thesis on boily colour and the sexual potency of the fish that take them. He can now be found on the streets of New York handing out Cream Crackers to anybody wearing blue. What a strange fella he is!

time, not helped by a map that looks like a Speccy throwback with auto-mapping that works by presence instead of sight – unless you physically fly over every square you won't get a complete, workable picture.

One other niggly, crappy point that should be mentioned is that climactic death – the bombing swoop that didn't come off, or the gunning dive into the tower. The great feeling of hitting something in 3D lasts for about a microsecond as everything freezes, a box with the beautifully crafted 'You ran out of health!' appears and you cut to the stock 'bloke falling out of sky' shot. No explosion, no spinning off into the air, and no aftermath – very poor.

That sums up *Bladeforce*'s problem, really – it's a potentially great piece of helicopter shoot-em-up action, created by a group of people who didn't fully understand what they were trying to achieve. The control system, landscape and features make for adrenalizing fun, but any gnarly flying or hairy action is stopped dead when you hit the glass barrier of a sticky building that you cleared by eight feet. In the end, that strong realism the Next Gen machines have strived for breaks down under the weight of some well-built and oiled-up gameplay flaws.

If you can string out the entertainment and ignore the more irritating flaws and lack of consideration on the part of the authors, you'll have a good time flying around blowing things up. This will test the patience of the bloody-minded, though – may this be a warning to you.

▶ The Divali lights get more and more sophisticated every year (what does that mean? – Ed)..

Ultimately

Frustrating

65%

- ⊕ Nice engine
- ⊖ Stupid gameplay flaws

Machine: 3DO
Publisher: ..... The 3DO Company
Developer: ..... In-house
Price: £50
Weapons: 5

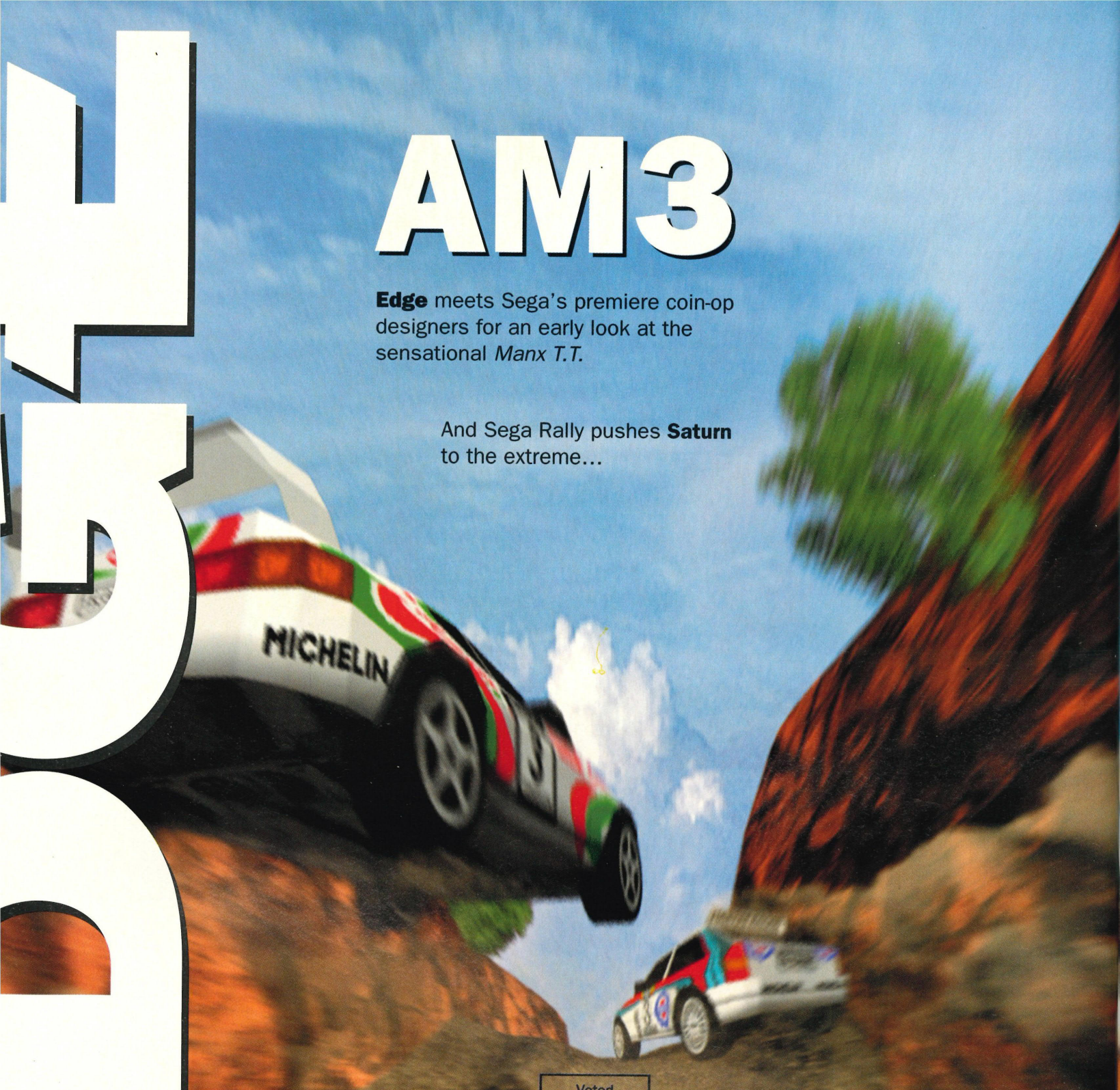
UK

EDGE

AM3

Edge meets Sega's premiere coin-op designers for an early look at the sensational *Manx T.T.*

And Sega Rally pushes **Saturn** to the extreme...



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DS

Flaming buttocks!

The King of Fighters '95

in top beat-em-up *shocker*

You'd pretty much expect the best game on the Neo Geo CD to be a beat-em-up, wouldn't you? Well, considering the law of averages (and the amount of beat-em-ups clogging up the system), you'd be a bit squiffy in the head not to. And here, without further ado, is the Neo Geo CD's best game yet.

TKOF '95 is disgustingly good. Packed with characters, moves and options, it really shows up the inferior quality of a great many of SNK's other scrappy offerings. Even *Samurai Shodown 2* has hobbled off the top spot, rather bruised and bleeding.

To start with, there are five modes to fight in: Team Competition (a three-on-three battle), Single Competition, Team Vs, Single Vs and Single Battle Royale (where you'll take on all the characters from the game). Everyone, quite rightly, will switch to the Team mode to start with (especially those familiar with *TKOF '94*) and the great feature is that you can now edit the team from the eight predetermined ones. Pick your favoured three team members from the choice of 24 (unlike *TKOF '94*, where you merely got to choose your team), then choose the fighting order.

It's once you begin to get stuck right in that you realise the depth of the game. Yes, many of the attacking moves are the same as in the former title, but there are some impressive Super Battle Blows now included. Your teammates can be made to jump in from the sidelines when you're in need, while you can (by pressing B and C together) move your character into the DIS pose, which for once, actually brings down the opponents power level, rather than being just a poncey thing to do in the heat of battle. The chance to string together satisfying combos is also delivered rather well, and there are so many attacks, attack deflectors and counterattacks to master – combined with the daunting array of fighters – that there's plenty to learn and discover. *The King of Fighters '95* is a game no Neo Geo CD owner should be without this winter and that's a fact – really, it is.

▲ Each character has five Super Special Moves on average and can be tricky to pull off.

Ultimately

Satisfying **90%**

+ Depth for an SNK beater
− About bloody time too

Machine:	Neo Geo CD
Publisher:	SNK
Developer:	In-house
Price:	£50
Difficulty Levels:	1-8

UK

▲ Iori Yagami laughs like a lass when he wins. Git.

◀ Here we are at the 'Ikari Warriors' stage. And Jeidern's giving a right old seeing to to the hapless Andy Bogard.

Don't pla

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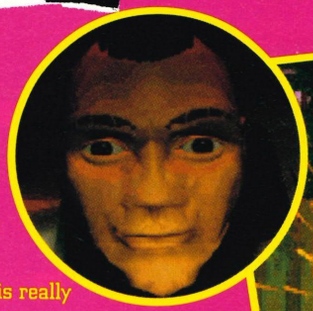


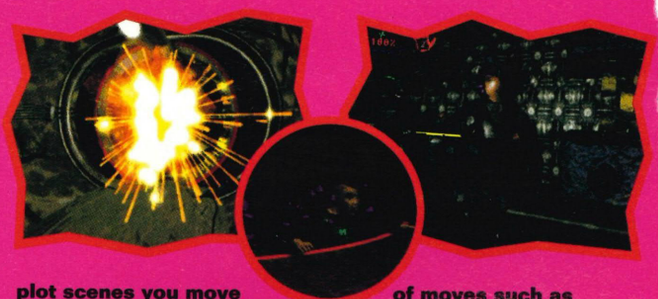
◀ Renderings, renderings everywhere but not a drop of gameplay. Is this really the way forward?

Alien Odyssey

- futuristic pick 'n' mix

Software developer Argonaut's expertise has always been in 3D graphics and in *Alien Odyssey* it shows. On the gameplay side however, they've opted for an uninspiring mixture of existing game styles.

You play a bloke called Psaph who, during a survey of a planet called Betan, crash lands and ends up saving the life of an alien being. This life-saving routine makes up the first level of the game, a speeder-bike chase, as it happens. You speed around the tree-festooned scenery controlling an on-screen cross-hair and shoot frantically at the enemy. Whenever you take out an enemy you get a nifty bit of pre-rendered FMV showing the downfall of your victim cinema-style. It looks okay, it adds atmosphere, and keeps up the pace of what is essentially a very basic shoot-'em-up level.



After a few more rendered plot scenes you move onto one of several 3D adventure sections in the game. In these walkabout areas the locations are all pre-rendered and your 3D character wanders around within them, the camera angle changing whenever he walks out of the shot. It looks and moves in very much the same way as the *Alone In The Dark* series of games you're probably all familiar with. Challenges are provided in the form of brief laser fights with enemy rats, droids and robot guardians during which you can use your character's repertoire of moves such as crouching, side-stepping, rolling, running and so on. When you're not fighting there are simple exploratory puzzles to solve and a variety of problems involving wall mounted computer systems.

If we sound a bit, well, unmoved then we're probably getting the right message across. *Alien Odyssey* does what it does very well, and the mix of game styles breaks up any potential monotony. The only real trouble is that graphically and in gameplay terms it's very, very tired.

▲ Take a virtual trip through Wookey Hole.

▶ A speeder-bike scene. Sort of familiar isn't it?

BITS

Argonaut have a long history of 3D game development. Not only did they create the, at the time, revolutionary *Starglider* on the Atari ST but they went on to work closely with Nintendo on the development of the Super FX chip, the number-crunching device inserted into Super NES carts which made such games as *Stunt Race FX* and *StarFox* possible.

Ultimately

Uninspiring

68%

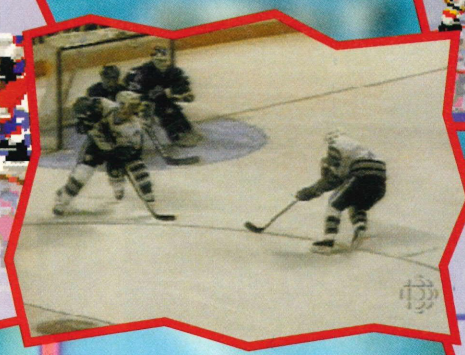
- ⊕ Well constructed
- ⊖ Very derivative

Machine:.....PC CD ROM
Publisher: .....Philips Media
Developer: .....Argonaut
Price:.....£50
Difficulty levels: 1

UK

▶ This perspective is great for replays, but useless otherwise.

▼ Yes, the FMV cut-always look very nice, but what's the point?



Have you ever played an ice hockey game? You have? Good. Then you'll know that it's kind of like footy, but slippier and faster, and therefore harder to master, but potentially more fruitful if you do. *NHL Hockey '96* is *very* slippy and *very* hard. It's really, really hard. In theory that means that it's incredibly rewarding, too... if and when you can master it.

Have you ever seen Ice Speedway? It's speedway on ice, and the nutters that do it have spikes on their tyres. It's true – it's one of the most mental things ever invented, but people do it. Still, enough about that. Load up *NHL '96* and they don't look *quite* so crazy – at least they haven't got spikes.

It's a good job that *NHL '96* has all the stats, so you can choose the bestest players, and stick it on a two-player match, with no-one on the other controls. Even then it takes an hour to score, 'cos the artificial intelligence determines the non-controlled player's movements, and, as they're based on real American and Canadian pros, some of them are understandably tasty.

But break that barrier, and learn a few snap-shots, body-check, power-plays and you'll find the net. Then you'll be addicted and begin to take the incredible 3D 'Virtual Stadium' with its 11 preset camera views for granted. Either that or the organ music will make you want to punch some-one. Oh, hang on a minute... you can! Yep, fights are back, and EA have added a proper side-on, one-on-one beat-'em-up approach that they always wanted. Two punches and two shirt-pulling moves make the fights a jot as an aside and a valuable extra.

The whole package is incredible, and if you've got the patience, you'll love it.

Ultimately

Hard — **89%**

- ⊕ Fast, competitive, rewarding
- ⊖ FIFA '96 is on the way

Machine: PC CD ROM
Publisher: Gremlin
Developer: In-house
Price: £50
Players: 4

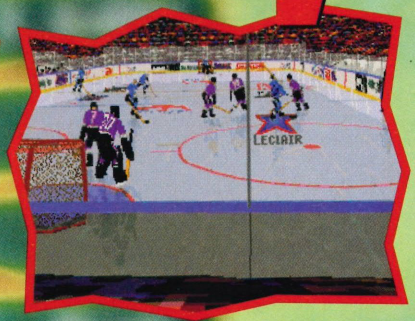
UK

Another year, another hockey sim:

NHL Hockey '96

▲ Coo, look at the quality of that virtual stadium. You ...

▲ ... can view the rink from almost any angle you...



▲ ... fancy. Whether this option is entirely necessary...

▲ ... is debatable, but at least it's there if you want it.

▼ Not only do I have the mother of all nose-bleeds but I'm Sneezing!. Help me!

▲ She seems to be enjoying herself a little too much.

Phantasmagoria Could Phantasy be more goria?

Well it could be, but it never has been, yet. Not on the PC and certainly not legally. We've seen 'unreleasable' versions of this game for some months now, but it's taken the censors an age to give this their red-penned thumbs up. Why? Cos it's stuffed with only-just-got-an-18-certificate, face/trowel, head/axe, face/broken-bottle incidents.

But these 'incidents' aren't just there for shock value or crass '80s-horror scare tactics. They're part of a massive 7CD barrage of atmosphere, created by a spooky storyline, just-involving-enough puzzles, pointy-clicky tasks, the horror itself, and, more importantly, the *expectation* of horror. There are a couple of occasions where you're sat there cacking yourself, thinking that the mental, possessed husband will catch up with the wife (your character) and cut her to ribbons, but, so it turns out on this occasion, he doesn't – something totally innocuous happens. Still, you've been cacking yourself for a good ten minutes.

This is the best interactive movie on the PC, bar none. The storyline(s) are great, the blue-screened actors and 3D environments are unusually impressive and the whole package is slick. But it's still an interactive movie, and trips up on exactly the same banana skin they all do. Huff puff.

Ultimately

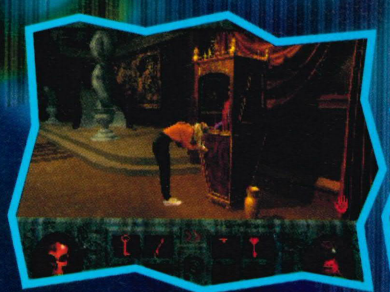
Gory

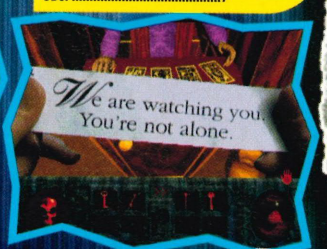
86%

⊕ Scary atmosphere
⊖ Still, not enough gameplay

Machine:.....PC CD ROM
Publisher:.....Seirra Online
Developer:.....In-house
Price:.....£50
CDs:.....7

UK





Enter Defco

lonely world of

Last month we tried out the 3DO version of *Defcon 5* and concluded with a hearty cheer for its depth, smooth-as-silk movement and, most of all, that 'lovely lady with a gravelly voice.' Now it's the PlayStation's turn to have a go at stitching you up in *Defcon*'s murky mix of conspiracy, action and, it has to be said, *Doom*.

First of all let's lift up the bonnet and take a look at that engine. As you'd expect the PlayStation manages an even smoother ride, with more detailed texture-mapping and a slidyness of movement that blows the not-too-shabby 3DO effort away. Walls and floors are even more convincing textured and slipped around than before and boast some of the deepest, fluffiest looking airport terminal carpet yet to make it into the Next Gen. There's just one problem at first though. Yes, it's a lovely little complex, but there's virtually nothing in it. Don't worry though, there'll be some vicious toasters and angry immersion heaters to deal with later as you get further into the plot. Pheeeeew!

First you've got to defend the base from attack by finding

▲ The space-cruisers are absolutely gorgeous. We want one now. NOW!!!!

The Tyron Corporation control the defence systems of deep space mining stations. For nearly 200 years there has been no threat of an alien attack and the weapons division have ordered a disarmament. Tyron aren't happy with this and hatch a devious plot to reverse this. This is where your adventure begins and is a major part of the puzzle to be solved.

BITS

n 5's carpets

a defence program and installing it, all the while fending off enemy ships in a particularly gratuitous 3D shoot-em-up that's abruptly shoe-horned into the early parts of the game. Once that little lot's sorted out you can get to grips with *Defcon*'s Virtual Operating System, which really does set this game apart. Naturally, you won't have much idea what's going on at this point unless you've been paying attention to the stunning intro sequence and *Doom*heads might find that the lack of early atmosphere, not to mention that adrenal punch to the kidney disappoints. But *Defcon*'s not that sort of game, you see. It refuses to give all its delights to you in one sitting, you'll just have to persevere. At least you'll respect it in the morning.

Above all, don't be fooled by a quick browse. Alright, so you don't know what's going on, you're not supposed to, and the enemy Aquavacs aren't exactly climbing over each other to get to grips with you, but there's a mystery to be solved here and chainsaw freaks need not apply. Often slow, always gripping.

Ultimately

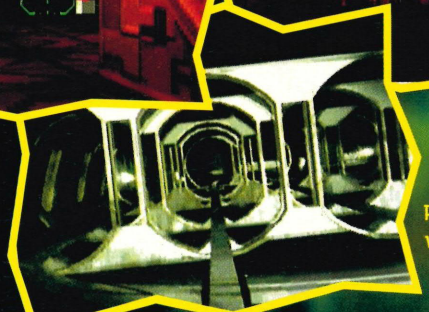
Carpety

88%

⊕ Deep, man
⊖ It gets a bit lonely

Machine: .....PlayStation
Publisher: .....Sony Interactive
Developer: .....Millennium
Price:.....TBC
Players: 1

UK



▲ These graphics put *Doom* to shame a bit.

◀ Eaugh! Don't like the look of that place. It's just not very homely.

http://www.futurenet.co.uk/computing/pcattack.html

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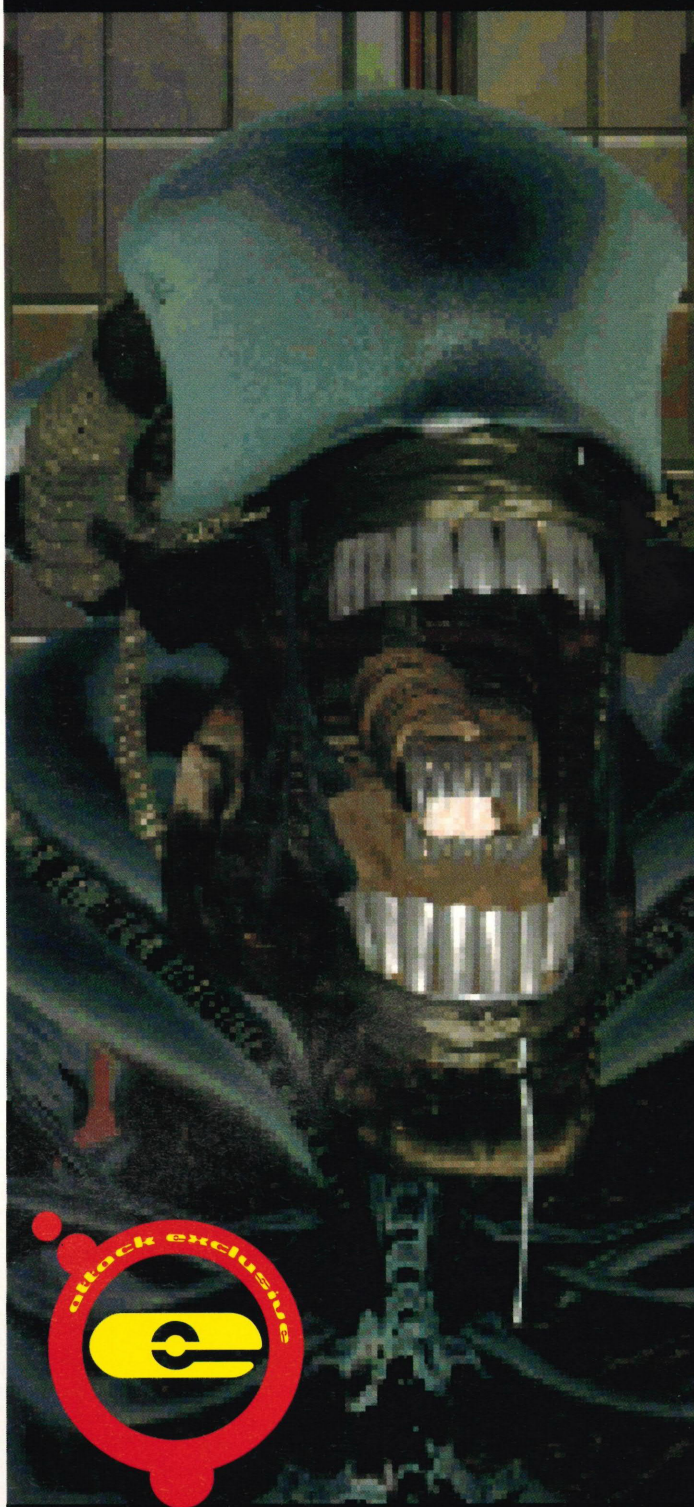

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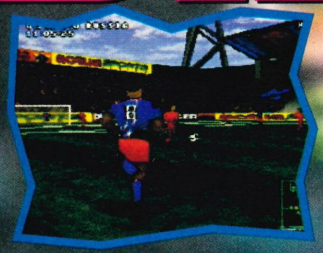
Worthy sequel

Striker '96

or ropey old tat?



Now that Japan has [illegible] to its heart [illegible] way and the Next Gen has wiped the slate clean [illegible] the pitch! there's never been a better time for European footy [illegible] to make [illegible] another [illegible] lucrative [illegible]

[illegible] games that fans would like to play. Thanks to a football culture that demanded some sort of realism from the start we've come to some sort of compromise between *Sensible* style purism and *FIFA* [illegible]. As opposed to the sort of attack-minded, war-frenzied, adrenaline-freaked Japanese programmers and their [illegible] kamikaze [illegible] and their freaky [illegible]

[illegible] the players in *Striker '96* are unanimated. Oh no [illegible] shoot [illegible] combative [illegible] players happy. [illegible] player [illegible] the sort of [illegible] would make M. Bison go a bit weepy. The ref certainly doesn't like it. What *we* can offer, with our years of playing and making these games is a fully play-tested style of gameplay that has room for both plenty of 'incident' and the odd three pass move while the PlayStation sprinkles the whole thing with that special Next Gen gold dust.

Yes, footy fans could reach Nirvana with the help of the Next Gen. 3DO *FIFA* gave us a taste of what was to come, at least in terms of footloose camera-work and near-photo-realism and *Striker '96* [illegible] even better looks with vastly superior gameplay that matches any of the 16-bit [illegible]. And this is just part of the advance party. Yet to join the scrap for major honours are the likes of *Actua*, *FIFA*, *Powersport* and um, *Sensible World of Soccer*.

A new two-tier system is obviously the way forward – the quality Next Gen footy games like *Striker '96* break away and attract all the best players and money with their glamourous high-profile image while the 16-bits soldier on in a less glamourous existence. For a bit, until they die. Ha, ha, ha!

Ultimately

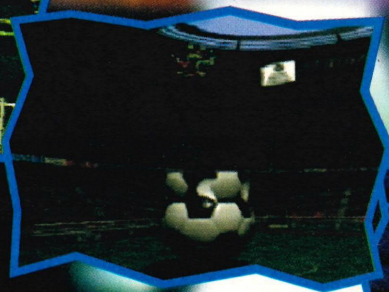
Silky Wilky

87%

+ Looks, great, plays great
− The CPU's a bit handy

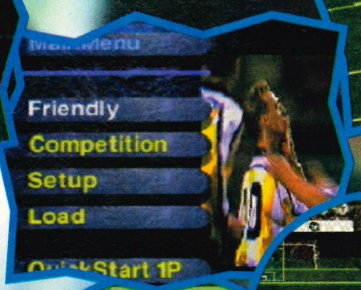
Machine: .....PlayStation
Publisher: ....Warner Interactive
Developer: .....Rage
Price: £40
Pitch .....Green

UK



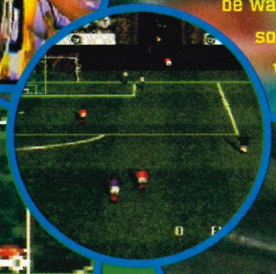
▲ There's even an opening ceremony.

▼ Commentary provided by reformed psychopath Andy Gray completes the big match atmosphere.



▼ The ghost of Saint Gary seems to be watching over proceedings, so behave. We wouldn't want to upset him.

◀ This set-up screen looks more like The Day Today than anything else.

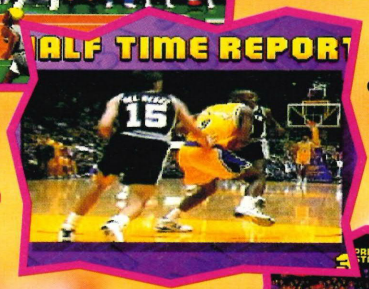


▶ You could play using only the scanner, but that would be STUPID.

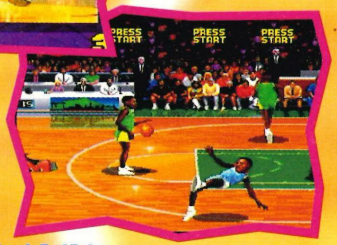
Go completely Tourna

▲ I jumped this high once. Mind you, someone had just shoved a firework up my...

NBA Slams into



▲ Beware! This is the result of far too much ball fiddlage. Dirty!

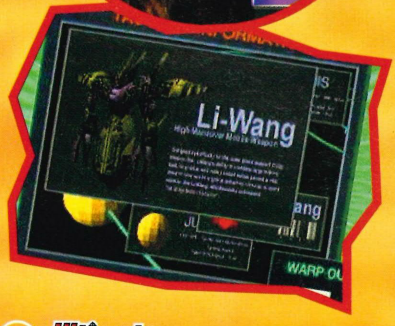


▲ The miracle of CD brings half-time Full Motion Video footage to the game.

Sport's a bit rubbish really. It's all based on taking a perfectly simple task, such as putting a ball through a hoop, and making it more difficult. Take basketball for example. Put the hoop just a little bit too high up in the air. Then put a load of seven foot loonies between you and the hoop. Now that really simple task has become a bloody nightmare. Anyway, the upshot is that sport is cobblers whereas videogame sport is great because while the aims are the same there's no need for physical exertion or chance of injury. *NBA Jam* is one of the finest examples of exercise-free competition money can buy and the reasons are simple.

First there are the league options. These are for tedious people with nothing better to do than feel smug about beating a microchip that's been programmed to be beatable in the first place. Still, if that's your bag then you're catered for. But as we all know, the best fun comes from human competition and *NBA Jam TE* is the perfect vehicle for this. The secret, probably, is that the gameplay is simple. You can run around, you can get the ball off opponents, and you can chuck the ball through the hoop in a number of ways. That is essentially it, but it's the way you employ this limited range of moves that will dictate the outcome of your games. It leads

Zeitgeist

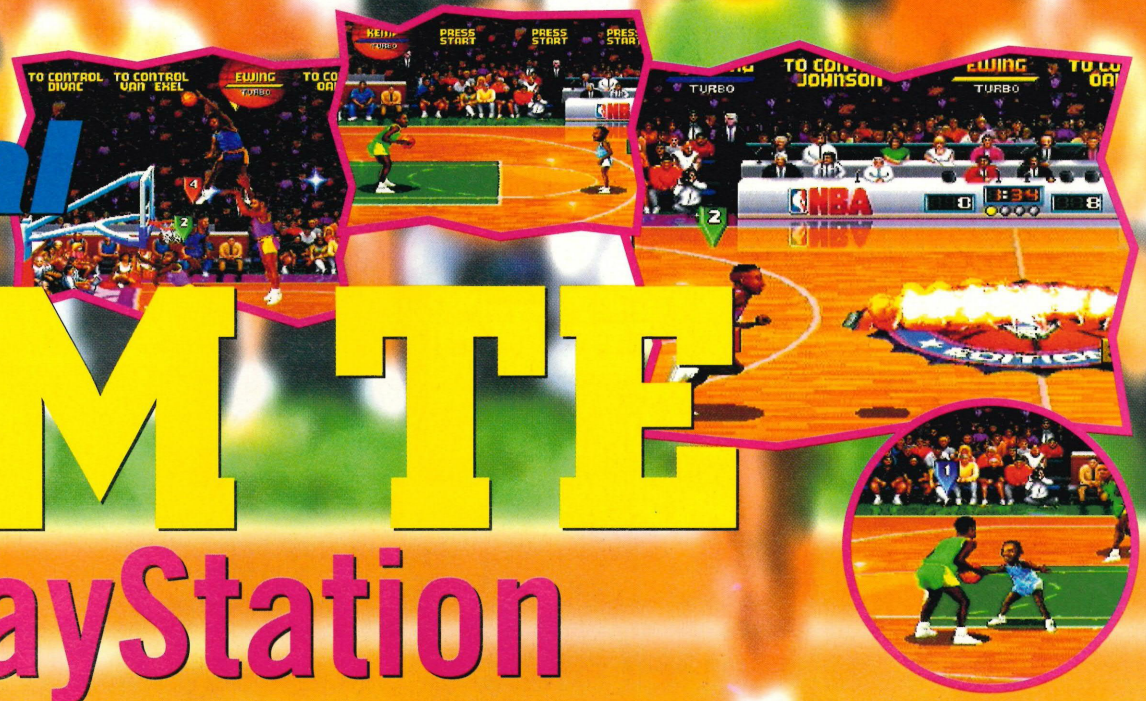


Taito are certainly shifting super-console shoot-em-ups into the correct difficulty gear. *Zeitgeist* is without question the most challenging PlayStation blast-fest yet. But does hard = good? Doubt it...

The trouble with *Zeitgeist* is that it's just too piggin' slow. On flying through the intermittent asteroid fields, it's not a question of darting nimbly around like the Millennium Falcon, blasting fast-moving rocks and avoiding the debris. No. It's a question of staying in the centre of the screen, shooting just one or two that stray into your path.

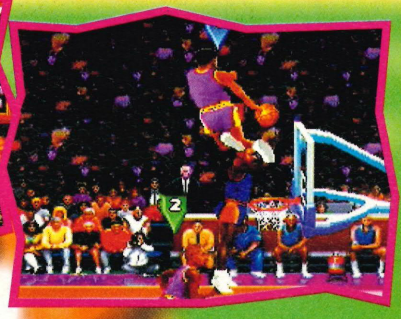
Then there's the movement of your ship, the Coleoptere, itself. It's very sluggish to shift around the screen, and you're restricted to a fairly small area to move about in (thanks to the

mental JAM TE the PlayStation



to a pure and totally focused competition that only a few other games manage to achieve. Learning the moves takes minutes, mastering the game could take a lifetime (depending on who you're playing). And that's why *NBA Jam TE* is brilliant. If you've played it before you'll already know this of course so we'd better examine how well the PlayStation version of the game stands up. Basically it's perfect. You could argue that it's not very Next Gen and that it could be 3D and all that until you're blue in the face, but there's really no point. The graphics are absolutely fine, all the options are there, the sound is actually better than in the previous versions on other consoles and most importantly the stupendous gameplay will still have you and a number of friends screaming blue-bloody-murder at each other in the heat of it all. *NBA Jam* is a law unto itself and any fundamental changes would have killed it.

▲ Pick a good team. The Swindon Short-arses should be avoided.



◀ A ridiculously spectacular dunk sends the crowd wild. Actually they look a bit bored don't they?

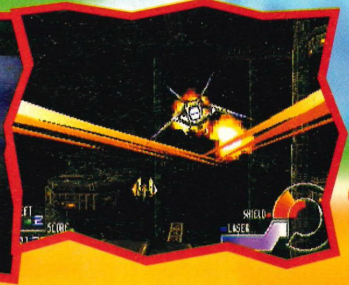
Ultimately

On Fire — 91%

⊕ It's just great
⊖ Solo game's a bit dull

Machine: Playstation
Publisher: Acclaim
Developer: Iguana
Price: £40
Players: 4

UK



▶ Part of the oh-so lengthy intro. Loads of ships and loads of explosions. Great.

◀ Yes, some of the 3D effects are nice, but even your mum would hate this.

Starblade-style pre-determined nature of the game). Plus, when you try and put your ship into a roll, it can't do the complete 360 degrees and you can't actually move in any other direction. A touch pointless?

There are definitely some effective elements in there – the soundtrack certainly provides a funky atmosphere (though it's rather laid back and doesn't help alleviate the lack-of-adrenaline situation), as said before it's challenging (there are four bosses to get past, and even *we* found it tricky to get past the first), and it has an epic intro. But there's no escaping the fact that underneath it all *Zeitgeist*'s simply a very ordinary game and a bit dull really. It even looks pretty old fashioned. And there's no excuse for that, not in this day and age. Oh no! We're gonna have a word with Taito, we are...

Ultimately

Passive — 47%

⊕ Funky music
⊖ No hidden surprises

Machine: PlayStation
Publisher: Taito
Developer: In-house
Price: £50
Bosses: 4

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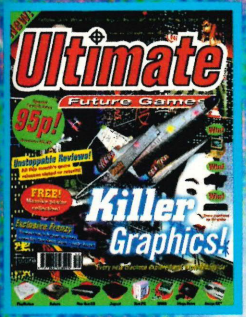
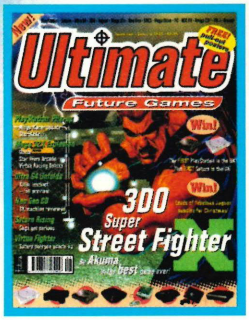
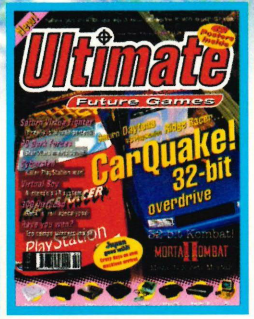


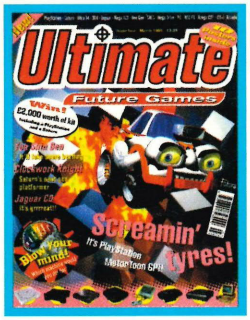
1 ▲ Ultimate's launch issue... A collector's item! The best introduction you can get to all Next Generation super consoles and games, and all for 95p – well it was anyway.



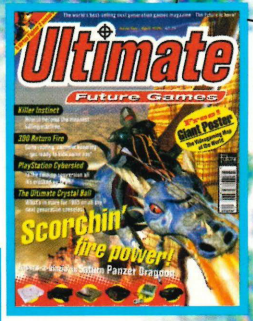
2 ▼ *Super Street Fighter X* on the 3DO –check out the very first review. Also includes everything you need to know about the Neo Geo CD, PlayStation and Saturn…



3 ▲ The first review of *Ridge Racer* – and it's damned fast! – sandwiched between reviews of *Virtua Fighter* on the Saturn and *Mortal Kombat 2* on the 32X .



4 ▼ Blow your mind with every single Next Gen console rated in all known game genres. We review *Motor Toon GP* and *Toshinden* on the PSX. Things are hotting up.

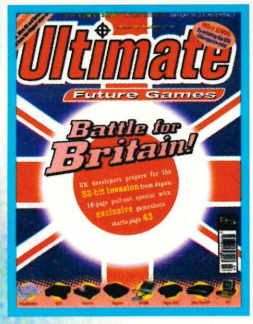


5 ▲ Sega throw a heavy punch in the face of the competition with their first shoot-em-up, *Panzer Dragoon*. We also review *Return Fire* for the 3DO. What an issue!

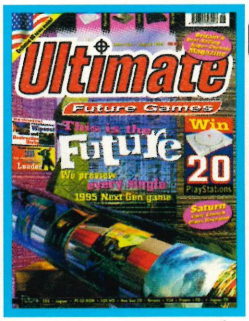
6 ▼ More punch-ups on the PSX with Namco's *Tekken*. The characters are incredible, will it beat *Virtua Fighter* to a pulp? Also *Street Fighter Zero* – first glimpse.

BACK ISSUES

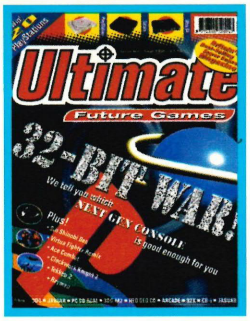
7 ▲ Delve into the Top 100 games that'll be hitting super consoles in the very near future. Plus! Don't miss the sharpest reviews of *Daytona USA* and *Tekken*.



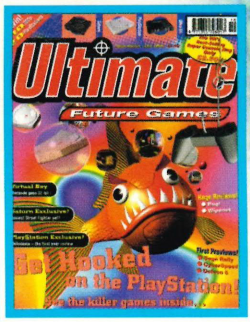
8 ▼ Includes 16-page pull-out guide devoted to Britain's contribution to the Next Gen. CD Sex – is it worth the hype? Plus! *Astal* on the Saturn and PSX *Jumping Flash*.



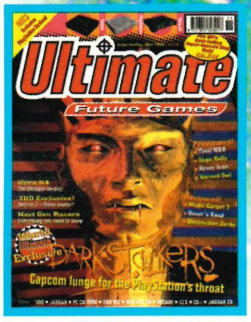
9 ▲ We preview every single 1995 Next Gen game. Exclusive previews of *Loaded*, *Wipeout* and *Destruction Derby* on the PSX. Plus! Free and exclusive *Loaded* supplement.



10 ▼ As the 32-bit war kicks off we predict who will be the winners and the losers. Plus! Free exclusive Psygnosis supplement to blow your socks clean off!



11 ▲ The PlayStation finally arrives just in time for our exclusive *Wipeout* and *Philosoma* reviews. Plus! First ever Virtual Boy reviews and a free exclusive Atari supplement.



12 ▼ We bring you world exclusive reviews of *DarkStalkers* on the PlayStation as well as *Defcon 5* on the 3DO and *MK3* on the PlayStation. It's an exclusive frenzy!

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Issue ten

3rd Degree

This is the place to get your questions answered by the stars of the industry – the people with that very special 'knowledge', the movers and shakers, the tyrants and sirens, the geezers with the power to shape the future of videogames. So give 'em a bit of jip, would you?

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Core

Core Design are doing the sequel to *Thunderhawk* for the Saturn, but are there any plans to do a sequel to their other big Mega CD hit, *Battlecorps*?

John Abbot, Manchester

Yes – *Blam: Machinehead*, due for release spring '96, was originally storyboarded as the sequel to *Battlecorps*. However, the actual storyline has now digressed from the initial plot. *Blam: Machinehead* still retains the first-person perspective blasting action found in *Battlecorps*, but you can expect extra strategy elements, more complex missions, FMV cut-scenes and a lot more in-game speech. The extra processing power of the PlayStation and Saturn will not only allow this game to be much faster than the original, but will also enable a whole range of visual effects to be incorporated. Combine all this with a totally twisted storyline and you end up with B-Movie sci-fi craziness.

Susie Hamilton, Core Design

Virgin

Will *Earthworm Jim* be coming out on the Saturn or PlayStation?

Justin Parsons, Clifton, Bristol

Yes, *Earthworm Jim 2* is in development at this moment. We are expecting to release both formats some time between January and March '96.

Danielle Woodyatt, Virgin Interactive Entertainment

Nintendo

Is it really true to say that the Ultra 64 will be over here by April of next year? I can't see it happening somehow, we would have seen more sceenshots.

Neil Ellis, Swansea

We are all sincerely hoping that the Nintendo Ultra 64 will be on sale in the UK in April '96 – unfortunately, however, we can't guarantee that it will be. Sorry!

Alexander Fitzgibbons, THE Games (Nintendo UK PR)

Atari

Where are all the Jaguar games featured in your Atari supplement, then? What can I expect to see before Christmas?

Ian Shepherd, Chester

Cartridge Titles – November: *Ruiner, Attack Of The Mutant Penguins, Fever Pitch.* December: *Fight For Life, Atari Karts, Breakout 2000, Barkeley Basketball, I-War, Supercross, Missile Command 3D, Phase Zero, Zoop, Defender 2000.* CD Titles – November: *Highlander, Myst, Soul Star, Primal Rage, Dragon's Lair.* December: *Baldies, Battlemorph, F1 Racer, Robinson's Requiem, Varuna's Forces.* As you can see, most of the games featured in the supplement will be available before Christmas. There are now close to 40 Jaguar titles available and this figure will be around the 70 mark by the holiday season. Surely good enough reason to stop the 'there is no software for the Jaguar' bandwagon immediately. Adding titles like *Fight For Life, Penguins, Rayman, Zero 5* and *Defender 2000* to the existing titles such as *Doom, Tempest 2000, AvP* and *Iron Soldier* ... for just £149! And then there's the CD add-on, available now with a great pack and some stunning software, such as *Highlander, Primal Rage, F1 Racer* and *Varuna's Forces* to back it up. All, great games.

Darryl Still, Atari UK

Bullfrog

Apart from *Hi-Octane, Magic Carpet* and *Theme Park*, what are the brilliant Bullfrog going to give us Next Gen gamers in the near future?

Jonathon – E-mail

Don't forget *Syndicate Wars*, the follow-up to *Syndicate*, from that list, Jonathon. This will be out in the middle of March '96, for the PlayStation only. And it's a real advance on the original, with a fully rotatable 360 degree view, light-sourcing, 24 different weapons and 30 cities. It's not as linear as *Syndicate* and is looking absolutely fabulous.

Syndicate Wars and those titles you mention are all games we are currently working on. But we also have plans to produce: *Creation* for the PlayStation (proposed for a May '96 release), *Dungeon Keeper* for the PlayStation and Saturn (June '96) and *Syndicate Wars* for the Saturn (June '96).

Cathy Campos, Bullfrog

Konami

I've heard a rumour that Konami have just been signed up as part of the Ultra 64 Dream Team. Can you confirm this and what titles they are developing?

James – E-mail

Funny things rumours. Mostly they are just a load of old b******* and, at the moment, I am afraid that this one falls into that category. We can confirm that we are, in common with many other publishers, always talking to Nintendo about their new system. At the moment though, no ink has been applied to paper.

Jon Sloan, Konami UK

Virgin

Everyone's really waiting for the Ultra 64 – are Virgin currently working on any title for this fabbo looking Next Gen system?

Darren Burwood, Newcastle

Yes, Virgin are developing a range of exciting titles. In fact, we were one of the first companies to get a development system for the Ultra 64. Sorry, we can't disclose any titles but we promise you will not be disappointed.
Danielle Woodyatt,
Virgin Interactive Entertainment

Sega

Will the amazing *Sega Rally*, *Virtua Fighter 2* and *Virtua Cop* be released before Christmas for the Saturn? And will *Virtua Cop* come with a gun?
John Humphreys, St Ives

Well, both *Rally* and *Cop* will be out before Christmas, but *Virtua Fighter 2* won't. As for the *Cop* gun situation, that still remains to be resolved. There will definitely be a gun available, which is based around the arcade version, but whether or not it will come packaged with the game is undecided.
Mark Maslowicz, Sega Europe

Nintendo

Do you think Nintendo have left the Ultra 64 release a bit late?
Gerry Griffin, Bournemouth

NO! Wait until you see the Ultra 64 in action after the Shoshinkai show in Japan this very month – it will blow your mind away and likewise, will also blow the competition away! There's still a mass of loyalty to Nintendo in the market and we know that they'll all be waiting for the Ultra 64. I hope you wait too, Gerry. It'll be worth it.
Alexander Fitzgibbons, THE Games (Nintendo UK PR)

Core

I've been hearing a lot about *Swagman* for ages (from very early this year, in fact). What's it all about and why's it taking so long to reach the shelves – it looks gorgeous?
John Glover, Wolverhampton

Swagman is a forced-perspective fairytale-based RPG in which you control two characters simultaneously. The object of the game is to rescue all of the dreamflies – the fairies that create good dreams – and then ultimately defeat the Swagman before his nightmares invade the world.

It's taking a long time to develop because all of the graphics are being created in 3D, using 3D studio on the PC and a Silicon Graphics Workstation. There are also polygonal objects and bosses throughout the game as well as light-sourcing and various other special effects which are being kept closely under wraps. The sprites are all pre-rendered and modelled in 3D so you can expect a variety of stunning visual effects and a storyline that unfolds as you play, due for release spring '96.
Susie Hamilton, Core Design

Sega

I think Sega are being stupid. The PlayStation costs £100 less than the Saturn, and the 'comes with a game' argument doesn't really wash – especially in light of *Virtua Fighter Remix*'s launch. Am I right, or what? Drop your price Sega for goodness' sakes.
D Musgrove, Birmingham

You'll notice that Sega have managed to bring down the cost of the Saturn, though. There will be several choices open for the potential Saturn owner: A £299 solo Saturn set (no game), a £349 Saturn and *Virtua Fighter* pack, and the Dixons £379 pack, with the extra games *Clockwork Knight* and *Victory Goal* (which is selling very well).

Remix has been launched for £30 as a limited edition disc with the bonus *Virtua Fighter* graphics disc – and it is strictly limited edition. It may well be launched again at some point in the future, but probably for the full price of £49.99 and without the graphics disc. So you're going to save yourself £20 on *Remix* if you get it now.
Mark Maslowicz, Sega Europe

Atari

I've been hearing rumours about a Jaguar Model 2 which sounds like a jolly good thing indeed. Can you tell me: Does it exist and if so, what exactly is it and when will we see it?
David Littleton, Nottingham

Atari have always stressed that we are committed to building a family of consoles based around a common technology, utilising improvements in chip architecture as they become available, but stressing a compatibility of software and peripherals which will mean that users do not lose their software library every time they upgrade. This is still the case, but we believe that the consumer is already greatly confused by the plethora of rumour and misinformation that emanates from various sources about machines that are not likely to hit these shores until 1997, and therefore feel that it is not in anybody's interest to announce research and development projects until they are close to completion. All these announcements achieve is to throw a smoke screen over the marketplace and persuade consumers not to make a purchasing decision and therefore spend their money in a different industry. This is negative for hardware companies, software companies, magazine publishers and, in the long run, the consumer and gamesplaying enthusiast. So let's stop this future gazing rubbish now and concentrate on promoting the offerings that are available within a wide price spectrum to other, more casual gamesplayers in order that we can expand our industry back to the level of 1992, when everyone was benefiting from a stable and productive marketplace. Remember, you will only get new generations if the old generations are healthy and productive.
Darryl Still, Atari UK

Sega

There's a lot of hype going around at the moment, but tell me this – what is the 'next' big thing we can expect after *VF2* and *Sega Rally*? Have you got any surprises in the offing?
Tim, St Albans

Next year, the Sega arcade conversions are going to be very important, and it doesn't take much to work out that games like *MANX TT* and *Fighting Vipers* are going to be very big.
Mark Maslowicz, Sega Europe

Next Month

Exclusive Free Gift
'96 Next Gen Wall Chart!

It's that very special time of year, when the software houses ply us with the games that'll be out at Christmas...

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FIFA '96 (PlayStation)
Assault Rigs (PlayStation)
Worms (PlayStation)
Alone In The Dark 2 (PlayStation)
Captain Quasar (3DO)
Battlesport (3DO)
Doom (3DO)
Mutant Penguins (Jaguar)
Fever Pitch (Jaguar)

We're in Japan for the launch!

We'll be reviewing all of 'em, plus far too many more than it's really safe to see in a month. Get yourself ready...

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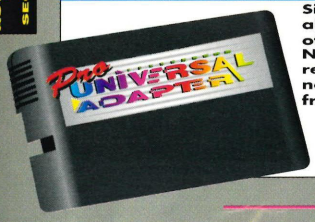

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